

**EXCLUSIVE PIX &  
INFO ON THE LATEST  
MARIO ADVENTURE:  
YOSHI'S ISLAND**



**NUMBER  
73**

**YOUR GUIDE TO:**

Super NES • Genesis  
32x • Sega CD • 3DO  
Saturn • PlayStation  
Jaguar • CDi • Neo-Geo  
Game Boy • Game Gear

# **ELECTRONIC GAMING MONTHLY**



**EXCLUSIVE!!  
THE ULTIMATE  
KOMBAT KODE  
REVEALED  
INSIDE!**

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hottest  
news, reviews  
secret codes**

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**AUGUST, 1995**

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the Genesis Portable

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the butt.



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Nintendo





GAME BOY

KIRBY'S  
DREAM LAND 2

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it  
loud

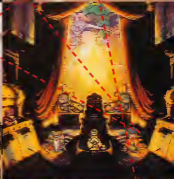


YOU'VE GOT IT ON YOUR HANDS. YOU  
DON'T HAVE ENOUGH OF IT. YOU'VE GOT  
IT ON YOUR SIDE. YOU'RE PRESSED FOR  
IT. YOU SPEND IT. YOU WASTE IT. IT'S  
IN. IT'S OUT. IT'S NOW. IT'S PAST. IT'S  
RUNNING OUT. IT'S DRAWING NEAR.  
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CHRONO  
TRIGGER

SUPER NINTENDO

SQUARE SOFT



# ELECTRONIC GAMING MONTHLY

August, 1995

Number 8.8

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## TEST MARKETING... IS IT WORTH IT?

By now it is no **DEEP DARK SECRET** that Sega jumped the gun and brought out their new Saturn game system some three months before their "official" launch date. When asked why, Sega officials gave various reasons including beating Sony to the stores, the system was ready, and they wanted to test the waters to see how well a \$400 system would be received by the gaming public.

Concentrating on the last reason, one would wonder what type of response Sega really expected to get. They are apparently pleased that the **30,000 UNITS SOLD OUT**, but that shouldn't have been a big surprise because there are 10 times that amount of players that would do anything to get a U.S. Saturn—at any price. These "early adapters" are the ones who have to be the first one on the block to own the new system. I'm one of them.

It would seem to be quite difficult to do any type of research that would help Sega form conclusions as to how the system would do when there are other new machines in the stores selling for less money. The sample would be **EXTREMELY BIASED**—toward Sega. Still the statisticians are cranking out numbers and the suits will probably make marketing decisions based on the test. Bad? Probably not.

Then why test market (albeit nationwide)? Well, it worked quite well for Nintendo back in 1985 when they brought back the concept of home video games. Plus, there is the positive pre-exposure that would help sell the system when it launches in September.


So if it so great, why don't all the hardware manufacturers do it? **ATARI DID IT** with their Jaguar. And Sony almost did it with their PlayStation. Almost? A couple of months ago we saw the PlayStation up on the computers at a major retail chain. That is how we knew that the Saturn would come out before their announced September launch date. The problem is, after a week on the store computers, the record for the system disappeared as fast as it appeared. Second thoughts? Perhaps. Also Sony could be looked on as **COPYING SEGA**. And what about Nintendo? They just might test market the system this Christmas. Since the system will launch with a couple of titles in Japan in December, Nintendo could surprise everybody and still make some bucks in the peak Christmas season. Also, since Nintendo mysteriously pulled out of the Winter CES—the time when they would want to finally display the real system to the retailers, one would wonder what Nintendo is up to. Only time will tell.

In other news, don't miss the very first coverage of a **PC GAME IN EGM**. PC? Yep, our MRI tells us that more than half of our readers own and use a PC and coupled with tons of letters asking for computer game coverage—you got it. Not pages and pages of the hardcore slims, but only the best of the "fun" games. Controversial, you bet! Let us know what you think.

SUSHI-X?



by  
Ed Senrad  
Editor in Chief



If you have one of those  
cute dogs  
that hangs its head out the window,  
don't bring it.



For official word on your assurance that the perfect word the highest quality standards of SEGA™. For games and accessories with this seal to be used. © 1995 Sega Enterprises, Ltd. Sega and Sega Genesis™ System.

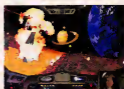


Saddle up. 'Cause at dawn you ride the death pony. And it's gonna be pure neck-snapping, retina-tearing speed! You see, **Solar Eclipse™** boasts third generation 3D technology

for the highest frame rate ever. That means tent-pitching velocity for our latest space combat n' carnage convention. But hey, it's more than some cosmic speed trip. Your mission's to battle a computer gone HAL—with all the high-tech weaponry your top gun wet dream can handle. And where are you dancin' this metallic lambada? On the new **Sega Saturn™**, of course. Oh yeah, you'll be smokin' mister. But don't bother cracking a window. It's 32-bits of solar windburn out there.



Pick from a shiny collection of 66-6-year-old death beds. 1-2 High Explosive Plasma Guns, convenient Thermal Tracking Masochist, handy Pulse Laser Cannons. (Not sold out included)



Choose cockpit or chase plane view while screening the 3D best-of-mapped worlds. Jagged colored fields. New planet surfaces. Tone filled covers, and other sunny destinations.



Working around the clock, scientists in our speed lab achieved hyper-realistic Full Motion Graphics. Our secret? 486-ticking proprietary engine parallel processing with Ed's '72 Pints.



Meet Cirode Clouston as the tough Mayor's Girl—She's moving an intergalactic grade against you the size of Uranus. 60 minutes of Full Motion Video let her have her ball-busting way.



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## FACT-FILES



### SuPeR NeS 122

Save the kiddies from the baddies in SWAT Kats!



### PLAyStAtion 132

Wear a cosmic power-suit in the futuristic RPG Space Griffin!



### GeNeSiS 126

Go on a deadly adventure with Indiana Jones!



### GAme GeAR 134

Stop the evil terrorists with the portable game, Jungle Strike!



### SeGA CD 128

Drive a bus across the desert and back again in Penn & Teller!



### 3Do 130

Play as a brain on a scavenger hunt in Daedalus Encounter!



# ONLY IN EGM DO YOU GET:

- **The best tricks on the hottest carts.**
- **The largest coverage of sports games.**
- **The first information on new hardware.**
- **The only information on the best PC games.**
- **The first extended coverage of the newest video games.**

## FEATURES

### WHICH SYSTEM WILL BE CROWNED KING OF THE HOME TRANSLATION OF MK3?

The Super NES, Genesis and PlayStation will be battling this holiday season for the best translation of the arcade smash, *Mortal Kombat 3*. The Genesis version, although a bit grainy, contains smooth animation and excellent sound. The Super NES version has everything from the Versus Screen with the secret code on the bottom to the Continued Screen. Don't forget the PlayStation version with its fantastic graphics, and the game might even be shipped with the system. It's up to gamers now to judge the winner! The story begins on **PAGE 56**.

**"All the graphics and sound have been ported over so well that when you play [the PlayStation version], you may think you should insert some quarters to continue."**



### IT'S MARIO'S 10TH ANNIVERSARY AND NINTENDO CELEBRATES WITH YOSHI'S ISLAND!

Mario, the famous plumber, is in trouble again and it is up to Yoshi to help his Italian pal out. *Super Mario 2: Yoshi's Island* will be slamming onto the Super NES. In this issue, we have hot pictures, secrets and a cool two-page map of the game. This cart falls in nicely with the other Mario games and sticks to its genre, with all the Mario secrets, techniques and loads of levels. However, this time the classic look is traded for an almost childlike perspective with crayon style graphics and cuteness at every angle. The story begins on **PAGE 60**.

**"The first thing you notice about this game is the colorful and amusing graphics that look as if a child had drawn them."**



### EGM TRAVELS TO THE TOKYO TOY SHOW TO BRING BACK EXCLUSIVE PICTURES!

The Tokyo Toy show is one of the most highly anticipated shows in Japan and **EGM** was there! Housing tons of video game companies and toy manufacturers, we received exclusive pictures on *Rockman 3* (Mega Man X3) and *Final Fight 3*. Also check out the shots of Mickey Mouse 3, *Darkstalkers* for the PSX, *RayTracers*, *Zeitgeist*, *Hat Trick Hero*, *Darius Golden* (*Darius 3* in the U.S.), *Race Drivin'*, *Clockwork Knight 2*, *Kabuki Fighting Lore* and many more. Also, **EGM** snuck in and photographed the highly anticipated 3DO M2 unit! The story begins on **PAGE 80**.

**"Final Fight 3 was unveiled, bringing back the stars of FF Guy, and also adding a new character called Maureen."**





the adventures of  
**BATMAN & ROBIN**



**Feel the heat of the Knight!**  
 When *Mc Freeze* puts Gotham City on ice, *Batman and Robin* answer the call. With a mix of sleep-showering and intense action, it's like two games in one!



**Go ballistic!** Battle huge bosses including *The Joker*, *Mad Hatter*, *Two-Face* and the chilling *Mc Freeze* before Gotham City becomes Ice Cube Central!



**Enter a new dimension!** A rare original warzone lets you run a gauntlet of 3-D rotating and scaling spiders... then team up and double the intensity in 2-player mode!



**Madness marches on!**  
 Expanding rabbits, terrorist tweezers and killer coffee pots mean *Mad Hatter's* cupboards is full—and you better watch your back before you get down in by another nutty knockback!



Visit the Sega Worldwide Web Site for more information at <http://www.segaa.com>

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SEGA

GAME GEAR

# The adventures of BATMAN & ROBIN



**Start chilly!**  
Mr. Freeze wants Batman dead, but the Dark Knight has his own plans for turning up the heat in Gotham City!



**Command the airwaves!** Take an aerial ride on the scaffolding of a television studio. Film at 11!



**Deal a winning hand!** Mad Hatter's goons try and steal the deck, but Batman's ready to out the con!



**Now on Broadway!**  
Fly high above the skyscrapers of Gotham City to battle thugs at every turn!



Visit the Sega Worldwide Web Site for more information at <http://www.segaa.com>

# INTERFACE LETTER OF THE MONTH

This is the section where you can open up your mind and let the rest of electronic gaming see what color your brain is. While you're at it, you can also expose yourself to more than 1 million gamers looking for an easy target. Remember, you have the right to remain silent and anything you say can be used against you in the magazine. Names have been changed to protect the innocent.

## Get ConNeCTed!

You can reach the editors of *EGM* via e-mail at [egm@ucs.com](mailto:egm@ucs.com). You can also get access to *EGM*'s articles, reviews and more on the World Wide Web via the red-hot NUKE home page at [www.nuke.com](http://www.nuke.com).

**NUKE™**

Get your letters in to *EGM* today or we'll kill another editor! You can reach *EGM* by writing to: Interface, Letters to the Editor, 1520 Highland Avenue, #222 Lombard, IL 60148

Can I kill someone?

Why do you get to kill everyone? I never get to kill anybody!



## READER FRUSTRATED BY ULTRA 64 DELAYS

Dear *EGM*,

First of all, I'd like to congratulate you on your excellent work on the magazine. Second, I'd like to express my feelings about Nintendo regarding their upcoming vaporware: the Ultra 64. Here is what I have to say to Nintendo: What kind of fool do you take me for? All you ever do is fill my poor little head with empty promises. You tell me how great your system is going to be. 64-Bit this, processing power that ... it's enough to drive anyone nuts! Talk is cheap, show me what

you've got! The plastic box with the Ultra 64 logo on it just doesn't cut it! Where are the games? Is your first time away from the corporate headquarters in Japan a little too much for you? Bet you're really sweating now that you don't have their help on the games, huh? Mmmm, American-made video games, yummy! And what's it going to be? CD-ROM? Cartridge? Your date switch to April 1998 seems like an attempt to rethink the whole

thing. Could it be you were planning to make it cartridge-based only to realize that the competition (Sony, 3DO, Sega) had the right idea all along? Screen shots of some rendered Robotech crud just doesn't float my boat! Oh goodie, it has four joystick ports. That's probably the only good thing we may or may not know about the Ultra. Is Sony starting to make you sweat? They should, they have nothing to lose and everything to gain. They have lots of things to fall back on if their game system fails. Televisions, stereos, video equipment, electronic components, you name it—they make it. So see ya, Nintendo! Hello, Sega and Sony!

**Brian Tallingsworth**  
New Port Richey, FL

Your assumptions about whether or not the Ultra is going to be CD-ROM are wrong. It will be a cartridge-based unit. However, I can understand why you're upset. All of the delays, changes in plans and secrecy surrounding the Ultra get a bit old after a while.

Good letter, Brian. Your AccleIn Dual Turbo joysticks are on their way.

## INTERFACE POSTINGS:

Get connected with video game enthusiasts just like yourself, courtesy of *EGM*, the number one news in video games! Send your name, address, age, sex and three favorite games to:

**EGM PEN PALS**  
c/o Special Publishing Group, Inc., 1520 Highland Avenue,  
Suite 222, Lombard, IL 60148.  
Make friends and share your secrets worldwide!

## NUKE A RESOUNDING SUCCESS!

Dear **EGM**,

I just wanted to drop you a line to give you congrats on your new NUKÉ web site! It's really everything I thought it would be. I especially like the pictures of games and the tricks that you put in. Keep up the great work!

HELLO!

**John Hooper**  
via the Internet



Dear **EGM**,

NUKÉ is awesome! Way to go! I'll bet all of the other video game mags will soon have their own site on the Net, but that's okay, we know who was the first! There is so much information on all of the stuff that I find interesting—movies, video games, computer games, etc. ... I could go on and on. Again, thank you for making my life on the Net just a little more interesting.

**Blair Harmon**  
via the Internet

Dear **EGM**,

Yes, yes, yes!!! Well it's about time you guys hopped on the Internet bandwagon! I explored your NUKÉ site for the first time the other day, and I must say that I was pretty impressed. I especially liked the Review Crew stuff. Way cool! I'm sure that NUKÉ was a lot of hard work to put together, but take it from me, your efforts more than paid off. Now everyone will have access to your great gaming info. All of my friends are dying to get Internet accounts just so they can access NUKÉ. I guess I'm just

one of the lucky ones in my class. (Actually, I used my dad's account to get on—he's kind of a computer nut!)

**Peter Von Husel**  
via the Internet

Wow. Thanks for all of the positive feedback on NUKÉ! We're happy that you are enjoying it. Making one of the world's premier web sites was a lot of hard work, but obviously it was well worth it. It will be interesting to watch NUKÉ evolve and gain momentum over the course of the next few months. Just remember

to check it out often to keep current on all of the goings-on in the world of video gaming. If you have any suggestions, comments or even gripes, don't be shy! Let us know what they are so we can continue to bring you all the cool stuff that you have come to expect from us! So have fun, explore and most importantly enjoy! We certainly hope NUKÉ brings you as much pleasure as it does us! We look forward to seeing you get NUKÉd!

## WHAT IFERS UNITE AGAINST EGM!

Dear **EGM**,

I have been reading your magazine for about two years now and I have always liked your What If section. Now that it is a new year and you have decided to change your mag's format a little bit, I have something to say. I think what you have done to us "What If Freaks" is horrible! Don't get me wrong, the rest of the magazine is still awesome, but me and my fellow "What Ifers" might be forced to cancel our subscriptions! However, we may be able to work something out if you give us our What Ifs back and you hand over the actress who played Sonya in MK3. What Ifers unite!

**Dan Stein**  
via the Internet

Okay, okay! Just don't cancel our subscriptions! Reed on, amigot! Oh yeah, Kerri Hoeking (MK3's Sonya Blade) is on her way over to your house. (I think she kinda likes you!)

**Nathan Burns**  
Age: 14 Sex: Male  
Occupation: Teenage Nightmare  
Fort Fairfield, ME  
Favorite Games: Mortal Kombat II, Final Fantasy II, Castlevania IV

## WHAT IF?

Yes, it's back by popular demand! We got so many letters complaining that we took the What Ifs out, we finally caved in and brought them back! Who knows if they'll be back next month, or live it up! Without further ado, here they are.

### WHAT IF?

- ... a fighting game came out with no "cheap" moves in it?
- ... Johnny Cage split his pants?
- ... the World Warriors got stopped at customs?
- ... blocking actually worked?
- ... Dhalsim could spew flames from other bodily openings?
- ... Mario and Luigi got into a fight with TMNT over the last piece of pizza?
- ... they won?
- ... Kintaro became a pacifist?
- ... Mitsuena lost the Miss Universe pageant and went on a killing spree?
- ... she won?
- ... Sega finally learned how to program voices and music for the Genesis?
- ... Ken shaved his head to join Liu Kang as a monk?
- ... the Ultra 64 was a hoax?
- ... Barney fell in love with Reptile?
- ... Poppy got rabies and turned on Galford?
- ... We found out what the heck Blanka really is?
- ... Midway started a school just for learning fatalities?
- ... there was a final Final Fantasy?
- ... the Mortal Kombat movie came out and it was rated G?
- ... Yuri got kidnapped—again?
- ... Cammy broke a nail?
- ... Raiden got an electric bill?
- ... Ryu won a fight and didn't care?
- ... Johnny Cage was laid off from his job and had to do beer commercials for the rest of his life?

Name and Address Unknown

Got any tricks?

**Mike Mervie**  
Age: 18 Sex: Undetermined at this time  
Occupation: Pizza Guy  
Cicero Heights, IL  
Favorite Games: Final Fantasy III, Nobun's Ambition, TMNT Tournament Fighter

**Jeffrey Lindberg**  
Age: 11 Sex: Male  
Occupation: NIN  
Milwa, MA  
Favorite Games: King of Fighters '94, Fatal Fury 3, Street Fighter Legends

# ASK EGM

This is your chance to ask the **EGM** editors for help with all those persistent personal problems. Remember folks, we're trained professionals (in what I DON'T KNOW.)

**Q:** What kind of people do you have working at **EGM**? At my job (a pizza joint), we have some of the weirdest people that I have ever met! We have this one guy who mumbles so badly you can't understand anything he says! Another guy hums all day long and never talks to anyone! It must be great to be able to play all of the coolest games months before they come out.

Kyle Blanton  
Atlanta, GA

**A:** What kind of person works at **EGM**? Hmm... that's a very interesting question, Kyle. Let's examine the case study of a typical **EGM** editor. (Right)

**Q:** I've noticed that over the last few months more and more of the letters in your Interface column are coming from the Internet. Is there a specific reason for this? Doesn't anyone write anymore?

Steve Plouick  
Carbondale, IL

**A:** Since we got our e-mail address, we have received even more mail than we did before. (Is that possible? Yes!) It's probably easier to send e-mail than it is to pen an entire letter and e-mail gets here quicker than "snail mail," so more and more of our readers are sending us e-mail. It really doesn't matter what form your letters take, though. We still want to hear from you!

## WILL IMPORT PRICES DROP FOR 16-BITTERS?

Dear **EGM**,

Hey, how's it going in hardcore gamer's heaven? I just wanted to ask you, now that the 32-Bit and 64-Bit systems are



• **Rockman 7 for the Super Famicom for \$20?**  
Probably not, but wouldn't it be nice.

market. Let's not forget that you've charged a premium price for those carts because they're imports from Japan. Who knows, if these carts have been on the shelves long enough, the retailer might want to get rid of them quickly to make room for the newer, more expensive games. This would be your golden opportunity to buy some good Japanese 16-Bit stuff!

## SPACE ON STORE SHELVES WILL BE NO ISSUE!

Dear **EGM**,

While all the new systems are exciting, I wonder where the retailers are going to find space to display all of the systems and their attendant software? Most of the stores in my local malls are fairly small, with much of their stock now displayed up to the ceiling. Something's got to go. Also, as a potential PlayStation buyer, I was

## THE EGM EDITOR: A CASE STUDY

**SUBJECT NAME:** Mark LaFebvre  
**SPECIES:** Video Game Magazine Assistant Editor  
**SCIENTIFIC NAME:** Stressdowntis Familiaris  
**AGE:** 25  
**HABITAT:** Wherever he collapses  
**LIFE'S AMBITION:** To get up out of his chair and one day rule the world ... or not.



• Head: Usually adorned with a baseball hat

• Specialized Mandibular Structure: Optimized for fast food consumption.

• Obligatory Star Wars T-shirt: Every good **EGM** editor has the Star Wars trilogy on Laserdisc.

almost all available and with the older 16-Bit game prices dropping, will some of the Japanese carts and CDs go down in price too? I haven't quite given



• **Astal will be coming to the Sega Saturn later this year. Watch for this one.**

up on the 16-Bit yet, even though I own a couple of next-generation machines. If the prices of Japanese carts go down, maybe it'll pump some life back into the 16-Bit market.

Julio Cruz  
Allentown, PA

The prices for some Japanese carts will probably go down. However, prices will still be higher (much higher) for the same game in the U.S.

wondering if Sony plans to include a pack-in game or not. If not, the cost of buying a game cuts into the price advantage over the Sega Saturn.

Jim Schumeiter  
via the Internet

Retailers will probably begin retesting their stock as soon as the new games from the next-generation systems start pushing the older 16-Bit games off of the shelves. Some of the older 16-Bit carts will be the first to go. I really don't think that shelf overcrowding will be a problem except for the really small stores. As far as the pack-in game for the PlayStation goes, no one is 100 percent certain on this question. If the unit does debut at the expected \$299 mark, there will probably be some kind of "teaser" disc (a type of demo disc that is not the fully functional game) included with the system. Hopefully, Sony will be loading good and generous and include a game with the system—but don't hold your breath. But do expect Sony, Sega and 3DO to really go hard to head price-wins this Christmas. 3DOs are already down to \$299 and Segas could bring their down come if they don't have a pack-in game.





## ROAST A FEW WEENIES TONIGHT.

SO, HOW DO YOU LIKE YOUR OPPONENT?  
WELL-DONE? LIGHTLY CHARRED? EXTRA-CRISPY?  
WELL, BEFORE YOU ROAST 'EM, YOU GOTTA GET TO BLOCKBUSTER.  
WE'VE GOT MORE COPIES OF THE BEST GAMES AROUND.  
COME ON IN, GET THE GAMES AND START COOKIN'.

THE SOURCE



BEHIND THE FORCE.

What are the hottest new games to cross the *EGM* editors' desks this month? What games do you and your gaming pals think are the best? We have the answers with this exclusive listing of the most incredible softs available for any format—chosen by the editors of *EGM* and you—the wired readers of the biggest and best video game magazine on the face of the planet!

# EGM's TOP TENS

## EGM EDITORS



1

**Yoshi's Island**  
Super NES • Nintendo



2

**Corona Trigger**  
Super NES • ResourceSP



3

**Mental Kombat 3**  
Arcade • Midway



4

**Doom**  
Super NES • Williams



5

**Nibel Subject**  
Super NES • Nintendo



6

**Destruction Derby**  
PlayStation • Polygram



7

**Nibel Subject**  
Arcade • Nintendo



8

**Donkey Kong Country 2**  
Super NES • Nintendo



9

**Wound**  
PlayStation • Polygram



10

**Bag!**  
Saturn • Sega

## EGM READERS



1

**Pincer Dragon**  
Saturn • Sega



2

**Daytona USA**  
Saturn • Sega



3

**Virtus Fighter**  
Saturn • Sega



4

**Mental Kombat 3**  
Arcade • Midway



5

**Gun**  
3D3 • Crystal Dynamics



6

**Starblade**  
3D3 • Panasonic



7

**Switcher**  
Sega CD • Kazusa



8

**Earthworm Jim**  
Sega CD • Interplay



9

**Kirby's Avalanche**  
Super NES • Nintendo



10

**Metal Warriors**  
Super NES • Foxtek

## LONG-TIME SUBSCRIBER PROBES INTO THE IDENTITY OF SUSHI-X

Dear *EGM*,

I have been a subscriber to your magazine for a while, and I absolutely love how *EGM* has changed. Way back in one of your very early issues happens to be a drawing of the Review Crew. Is one of the four people in the picture Sushi-X?

**Alexander Napoli**  
via America Online



• Is one of these early Review Crew members the elusive Sushi-X? You think?

Boy, that brings back memories, huh? The original Review Crew graphic might have included the elusive Sushi-X aaaaaaah! But guess what, we're not talking! I know, I know, you want to know exactly who Sushi is so you can challenge him at MHS, right? So long as how his identity is one of the most closely guarded secrets in the history of the world (well, maybe not), we can't really tell you. Let us know who you think Sushi-X is and maybe if you guess, he'll come over to your house and drink all of your beer (I know because he always drinks all of my beer.) Seriously though, he's a nice guy until you start playing games with him. He has a tendency to be very competitive! Here are a few things that you probably didn't know about Sushi-X:

1. He likes to eat his pizza cheese first, crust last. Ewww!
2. He likes to play the bassoon back eeked.
3. Moey people are intimidated by his mask and costume.
4. Moey people are intimidated by his mask and costume because he hasn't washed them in fear! Essential! Please!
5. He got a nasty case of food poisoning from walking around the office with pencils up his nose.
6. His favorite color is clear.
7. His favorite food is sauerkraut (no joke).
8. He gets gay when he eats green peppers.
9. He uses old Game Boyz to hold up his Street Fighter trophies.
10. He has a crush on Marlene Ruvattava.
11. He likes to sleep in Spider-Man pajamas.

**LET YOUR VOTE BE HEARD!** You can contact *EGM* directly and record your vote for the hottest new and upcoming games by logging onto the **NUKE** Internet Interface at [www.nuke.com](http://www.nuke.com) on the World Wide Web.



The power of  
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combines with  
the ultimate  
power hitter.

# SLIDING HOME SEPTEMBER '95



STATS  
STATS

SUPER NINTENDO  
SUPER NINTENDO

GENESIS

GAME GEAR

GAME BOY



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entertainment inc.

## SOMETHING'S ROTTEN IN THE STATE OF DENMARK!

Dear EGM,

Hi, I'm an avid Doom player and I noticed something the other day while playing Doom 2. While going down a dark hallway with the double-barrel shotgun, I saw something move. I opened fire. The character immediately opened the shotgun with his left hand on the barrel and shoved two shells into the chamber ... with his left hand! Does he have two left hands or what? Is this a subliminal message saying, "Cut off your right arm and sew it onto the left side of your body"? What's going on here? Where's his right hand? And on a sicker note, what is he doing

with it? Anyway, I thought that you brainy guys at EGM could shed some light on this.

**Dusty Trammell via the Internet**

Nice facell!



Hmmm ... that Larry guy is kinda cute!

This mismatch of the century was submitted by Marc Therrien of Toronto, Canada. Seems like this little tyke has his hands full (or a handful) of this enormous sumo wrestler. Looks fair to me! Hope the little bugger got his butt whipped!



Hum ... you've obviously never had a smoking shotgun in your chubby little hands, Lumpy. A side-by-side has a thumb catch that you toggle



• Does your character in Doom 2 have two left hands? We think so!!!!

with the thumb of whichever hand is holding the stock. His right hand is on the stock, since his left hand is on the barrel. No toggles the barrel catch with his right thumb, dumps the old cads while pulling two shells from his ammo belt with his left hand then slams the new shells in and closes the gun.

## IN THE MARKET FOR JAPANIMATION

Dear EGM,

I've read about the animated movies for Street Fighter 2, Fatal Fury and Samurai Shodown. My question is, can you point me in the direction I need to go to find these movies? How can I get them?

**Unknown Name  
Unknown address**

Okay, Mr. X, write this down. Try calling World International Trading. They are located in Coral Gables, FL. Their number is (305) 666-0141. They usually have a pretty good selection of videos, models and anything else that's hard to come by. You could also give Game Express a try at (212) 290-0031. They're located in New York. Happy Hunting!

# PSYCHO LETTER OF THE MONTH

Now for that part of the show where the truly insane get a chance to shine. This month's letter comes from Larry Marshall from Lancaster, PA. Seems that Larry has a crush on a certain video game character.

Dear EGM,

I have a very unusual problem. You see, ever since I first played Mortal Kombat 3, I have been madly in love with Sonya Blade. Her real name is Kerri Hoskins. I know that I am only 15 years old, but I think of her every day. I fantasize about marrying her and having a bunch of little Sonya Blades running around in little green tights. I know I would make a good husband. If I didn't, I know she would probably give me the kiss of death or something. We could grow old together, sit on the front porch and hold hands while we compare dentures. Life would be wonderful if I could just marry Sonya Blade!

Sincerely,

Larry Marshall

You are a true Psycho, Larry. Your T-shirt is in the mail.



# EGM LETTER ART

Where Creativity, Your Favorite Video Game and A Stamp Can Make You Immortal\*

Put your creative skills to the test by decking out a plain #10 envelope (you know, the long, business type) with your own unique touch. Send your letter-art submission to: *EGM* Letter Art, 1820 Highland Avenue, Suite 222, Lombard, Illinois 60148.

\* Or at least get you in the magazine and win yourself a groovy GAC postcard for your hard work (that's Free, Only!)



## WINNER!

Congratulations go out to Daniel Wong of Willowdale, Ontario, for this month's first place Envelope Art entry. Don't worry Dan, your ultra-cool prize is on its way!



Anthony Ewing •  
Brooklyn, NY



Nik Fournier •  
Manchester, NH



Ban Domingo •  
Nashua, NH



Chris Kabak •  
St. Cath, Ont.



Ricky Montoya • Roswell, NM



Jonathan Heng • Burbank, CA

## ANOTHER DEBATE BEGINS TO HEAT UP

Dear *EGM*,

I would like to address the bashing of MK3 in July's issue. I am not going to say that I loooooove MK3, but I will say this, MK3 is the best game in the



• A lot of gamers feel that many of the new aspects of MK3 give the game a new "feel."

arcades right now. Derek Kozlowski wonders if he plays MK3 because it says MK3 on the machine. Well, Derek, if you don't like the game, don't play it! About the fatality thing: If you had thousands of letters saying that this or that would be cool (like Boon and Tobias

probably do), you would probably have trouble thinking of something original too! Regarding MK3 being the same as MK2, MK3 has great combos a la Killer Instinct. I especially like this new and



• New characters along with different moves add exciting strategies to this arcade smash.

awesome feature in MK3. The new characters also bring to the game new strategies and wicked new moves. To sum it all up: *If you don't like the game, don't play it!* Nobody, I repeat, nobody is forcing you to put quarters into the machine!

**Peter Svarzbein  
via the Internet**

Personally, I was kind of shocked by the luk-

warm reception MK3 received when it first came out. Many of the gamers that I have spoken with complained that the game was just more of "the same old, same old." I guess some folks were hoping for something as new and revolutionary that they would forget about the earlier MK games. This being said, many people were a little (or a lot) disappointed. Playing the devil's advocate can be hard in a situation like this. On one hand, you have a game that people have been waiting for for quite a while, that is relatively, in many areas, the same as the last. On the other hand, as Peter was so kind to point out, it is pretty hard to come up with new ideas about a game that is limited by its genre. Like the rest of us, you are forcing players to dump tokens into this game!

Alright! Who stole my crayons?



This month's letter column was brought to you by Mike Foresepekt, *EGM* assistant editor and nerd wannabe. Mike has been a little edgy lately waiting for the release of the Sony PlayStation and the Ultra 64. He likes to draw pictures of them with his crayons (you know, the ones in the big box with the pencil sharpener in the back). He's quite obsessed, you know. We all hope he gets the help he needs during this trying time.

Our playtesters  
**are happy** to  
 announce that **Doom** is  
**now ready**  
 for the Super NES



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**Sept. 1, 1995**

I CONSIDER IT A  
ROLE-PLAYING GAME.  
TODAY YOU'LL BE  
PLAYING THE PART OF  
THE PIÑATA.



Across the room a gorgeous blonde in skin-tight leather beckons. Is it the start of a wet dream? No, it's a beating by Sofia, Battle Arena Toshinden's™ Queen

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PlayStation™



RP  
ESRB RATED  
TEEN



of Pain. The Sony® PlayStation™ is the only place where multiple camera angles, 360-degree movement and epic 3-D graphics add up to some of the most memorable massacres

ever. Save your quarters and look for Battle Arena Toshinden and 50 other titles including Mortal Kombat™ 3 on the PlayStation before Christmas.



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# PRESS START



## NINTENDO A NO SHOW AT WINTER CES?

Nintendo recently sent out a press release stating that they will not be having a booth at the Winter Consumer Electronics Show in Las Vegas this coming January.

This was the show where they had planned to debut the Ultra 64 system in North America before its April launch.

The release stated that they still plan to unveil the Ultra 64 to the world in November at the Shoshinkai show in Japan and the Ultra Famcom will go on sale Dec. 1. You can be sure the lines will be long.

The fact still remains that not everyone will travel to Japan to see the unit and Nintendo still needs to showcase it before it launches in April.

Earlier this year we here at **EGM** predicted that the Ultra 64 would not be launched before the Shoshinkai show in Japan and that a 1995 launch of the Ultra 64 wasn't likely.

Two of the biggest reasons why the Ultra isn't going to be ready this Christmas include the fact that Nintendo of Japan has never released a new hardware system outside of Japan first. Second, several games that Nintendo's all-star programmer Shigeru Miyamoto is developing would not have been ready. Mr. Yamauchi, president of NOJ did not want to launch the Ultra without any software ready from Miyamoto, the man who created and developed Mario.



Goldstar's new all-in-one 3DO/M2 (left) and Panasonic's add-on M2 system.

## 3DO AND ITS PARTNERS GETTING READY FOR THE 64-BIT BATTLE

**3**DO is catching on fire! At the Tokyo Toy Show, Panasonic debuted a prototype of their new M2 accelerator technology for the world to see. The system being shown was an add-on box that will sit under the 3DO system.

The other major 3DO hardware manufacturer—Goldstar—is considering a different approach, as the **EGM** editors were allowed to view a mock-up of an all-in-one 3DO/M2 system at the recent E3 trade show. Since the all-in-one system was only one of many options that Goldstar was considering, no pictures were allowed to be

taken. A second option that Goldstar is considering is a black box upgrade, much like the Panasonic unit.

Panasonic's main goal is cost, so their M2 will be a separate unit, thus allowing any 3DO unit to fit on top of the M2 technology. The piggy-backing of the new device will be much like what Sega did with the first version of the Sega CD. One interesting observation that we made is the fact that there are now two controller ports on Panasonic's new M2 unit, suggesting that perhaps players are not entirely pleased with the "daisy-chaining" of controllers that is now necessary in order to play a multi-player game.

Whatever the finished

design is, gamers will be able to use their current library of 3DO titles as the new hardware is downward compatible.

Both units are scheduled to be released sometime later this year at an unannounced price point. Some insiders are speculating that the Goldstar M2 unit may cost anywhere from \$149 to \$249, while the Panasonic unit will cost between \$149 and \$199. These prices may fluctuate depending on the yen/dollar situation.

One thing is for certain, 3DO and its partners are in a street fight for your gaming dollar. They know the marketplace, they had to get aggressive and that's what they are doing.

# 3DO's M2 TECHNOLOGY TECHNICAL SPECIFICATIONS

## HIGHLIGHTS

- 10 custom processors
- 528 Mbytes/second bus bandwidth
- Graphics performance:
  - 1 million polygons per second
  - 100 million pixels/second rendering speed
- Highly integrated system architecture
- CPU •Power PC 602
- 528 Mbytes/second Bus Bandwidth
- Instruction Data Caches
  - 64 kbits total (32K/32K)
- Floating point math capability
  - 132 MFLOPS (Million Floating Point Operations per second)
- Memory •48 Mbits (SRAM/ROM)
- 94-bit bus
- Cache coherent memory system
- Graphics •Resolution 640K480 and 320X240 X24 or 18-bit color depth
- Full Motion Video
- MPEG-1 video built-in, -MPEG engine supports JPEG decompression

## WHAT'S BEHIND THE NUMBERS

- 7-10X more performance than current 32-bit systems
- Richly detailed 3-D scenes with multiple complex 3-D characters
- High level of integration delivers optimum performance
- True multimedia capability (video, audio, text) supported by multiple processors
- Custom PowerPC processor delivers superior price/performance targeted at video game applications
- Floating point math capability simplifies life for complex 3-D calculations and sophisticated game artificial intelligence
- Unified memory architecture provides flexibility for developers to allocate memory where it is needed. M2 has a unified contiguous memory area that could be used for audio, video and graphics.
- Movie-quality video, 18.7 million colors with ability to play Video CDs

In other news, 3DO recently announced that the existing GoldStar 3DO Interactive Multiplayer system will now be available to consumers for \$299 through Electronics Boutiques nationwide.

Before this announcement, GoldStar had a temporary \$50 rebate program for consumers purchasing their new 3DO system. This lowered the street price from about \$349 to around \$300.

Packed in with the unit at no extra charge is FIFA International Soccer and Shock Wave, two award-winning titles from Electronic Arts. These two alone, sold separately, would cost \$120.

"3DO is the first 32-bit CD system to be available for \$299.99," said Trip Hawkins, 3DO's president and CEO. "Our competitors have expressed the importance of this mass-market price point, but none of them have a product on the market at this price today, not to mention an award-winning library of quality titles."

"One of the main reasons we sell so many 3DO 32-bit

systems is because of the unique strength of our software catalog," said Pete Rothmayr, merchandise manager, Electronics Boutique.

"For example, last month alone, Slam N' Jam from Crystal Dynamics was the number-one selling software title and two other 3DO titles ranked among our top 50 PC and video game pieces of software sold. Because 3DO delivers the software experience savvy consumers demand, we had an industry-breaking ratio of selling 15 software titles for every 3DO system throughout the holiday season."

In more good news for the 3DO and its customers, Panasonic and Williams Entertainment, announced a policy that will give Matsushita Electric and Panasonic Software right of first refusal for the 3DO versions of Williams games.

Mortal Kombat 3, NBA Jam Tournament Edition and quite possibly MK2 are a few of the more popular titles that 3DO users could see.



## SEGA'S 16-BIT HAND-HELD NOW NAMED NOMAD

Sega changed the name of their new 16-bit color hand-held device code named Venus to the Nomad. *EGM's* Quartermann reported the news to you first a few short months ago.

The 16-Bit Nomad color portable will be available in early 1996 for between \$149 and \$199. The Nomad will play Genesis games and will allow gamers to take their gaming show on the road and play their favorite 16-bit Genesis games in much the same way they do now using the Game Gear.

The only change is now you will be able to play all of your favorite 16-bit Genesis titles on the Nomad. There's even a cable in the works that will allow you to hook up your Nomad to three of your friends' units.

Each of the four players will need to have a Nomad and have the same game inserted into their unit.

Very few details are being released about the Nomad, but we have learned that it may make an appearance before Christmas in select markets.

The game screen will have a similar look, feel and resolution to the one used on the Turbo Express.

Some insiders are suggesting that gamers will be able to play games they have in their current Game Gear libraries. Sega will accomplish this by introducing a separate device similar to Nintendo's Super Game Boy. This unit has been in the works for some time and it will allow you to play your Game Gear games on your Sega Genesis.

The Nomad will have a bigger screen than the current Game Gear and it will have a new ergonomic design similar to the prototype pictured above that was described to us by Sega.

The larger screen and the high-resolution miniature monitor will make the Nomad a sure-fire hit for gamers and airport travelers alike.

Still to be determined is how Sega will solve the battery problem as the 16-bit CPU plus the LCD Screen are known to be very tough on batteries.



# PRESS START

## JAGUAR VR HEADSET: FACT OR FICTION

The most important news coming out of the Atari camp in recent weeks is the drop in price of the Jaguar to \$149 as well as the fact that the Jaguar CD system is in production. We got a chance to try the Jaguar virtual-reality headset developed jointly by Atari and Virtuality (a world leader in commercial virtual reality), and it is due out later this year.

Many gaming insiders doubted that Atari would be able to set up a VR system that gives a true virtual-reality experience. But they've managed to do both. It won't come cheap, as some are suggesting a \$300 price point.

Gamers are thirsting for a home VR system and although the technology is in its infancy, the Jaguar system is headed in the right direction.



## CATCH THE RAGE ON PRIMAL RAGE DAY

**P**rimal Rage Day isn't that far off! The hit arcade title is roaring onto the home systems. Gamers will be glad to know that the quality and integrity of the arcade version remains intact on the Super NES, Genesis, Game Gear, Game Boy and PC CD-ROM versions.

The official launch of the first wave of Primal Rage for 16-Bit systems and the PC CD-ROM titles will be August 25, 1995.

Even the Sega Channel is getting into the Primal Rage spirit. They're debuting it on the Sega Channel in the Test Drive section on Rage Day. Gamers will be able to play the full version of the game for the entire day.

Time Warner has several cool promotions planned, including some with Six Flags Great America theme parks across the U.S.



## GTE INTERACTIVE TAKES FX FIGHTER TO THE PC

FX Fighter was supposed to be out for the Super NES by now. But when Nintendo decided to port over Killer Instinct for the arcade and bring it out on the Super NES, GTE and Nintendo rethought their 16-Bit plans and decided it would be best to bring out their fighting game on the PC CD-ROM format instead.

FX Fighter is a fast-moving, polygon-rendered fighter featuring nine extraterrestrial fighters from eight different alien worlds. It has a unique Two-player Game Option complete with handicapping so that if your opponent is great, you can lessen his skills in order to be competitive or vice versa.

Each of the characters was created by using motion-capture animation, with over 360 moves each performed by real martial artists. Each character has close to 50 attacks. You'll be able to create fighting techniques, strategies and tactics based on a variety of perspectives and you can view the fight from several different angles.

FX Fighter is the first game ever to use BRender, a unique accelerated, 3-D rendering technology developed by Argonaut Software of England that speeds up play to a rate that would not otherwise be possible on the PC CD-ROM platform.

Do you have what it takes to become the best fighter in the universe?



## THE HOT NUMBER

# 500,000

The average number of copies that Blue

Sky Software's first four games have sold.

World Series Baseball and College Football

National Championships are among them.

## 3 QUESTIONS WITH

# Nick Jones

Shiny Programmer

**EGM:** How long have you been a programmer?

**Nick:** I have been working on video games since I was 17, so for 13 years. I dreamt of being a programmer/designer while I attended school.

**Before Shiny where did you work?**

I've worked for a number of companies including Virgin, Acclaim, Ocean, Probe, Eurocom, Vivid Image Design, Elite Systems and 21st Century Ent. I have produced too many games to name, but some of my favorites are Smash TV, Family Feud for the Genesis, Aliens 3 and Earthworm Jim on the Super NES. To work for Shiny I turned down offers to program Mortal Kombat II for Acclaim and Street Racer for UbiSoft.

**What type of educational background do you have?**

I studied math and computer science, but I don't have a degree.



Press Start by Todd Mowatt

# Let them see the scores, but don't let them see how you got 'em.

WE ADMIT IT — IT'S AN UNFAIR ADVANTAGE. BUT, HEY, DO THEY ASK FOR MERCY WHEN THEY CHALLENGE YOU TO THE TOUGHEST FIGHTING GAMES IN THE UNIVERSE? WE DIDN'T THINK SO.

THAT'S WHY WE BUILT THE **Fighting Stick SS** FOR SEGA SATURN. WE CREATED IT FROM ACTUAL PARTS AND DESIGNS FROM REAL ARCADE UNITS SO IT GIVES YOU THE MOST REALISTIC FEEL POSSIBLE FOR YOUR GAMING EXPERIENCE! WE'VE EVEN ADDED EXTRA ROOM AROUND THE JOYSTICK TO GIVE YOU THE MAXIMUM IN PLAYING MANEUVERABILITY!

NOW YOU CAN FEEL THE EXPLOSIVE POWER OF EVERY FIGHTING GAME! WITH THE

**Fighting Stick SS.** YOU CAN TAKE ON THE TOUGHEST TITLES AND THE MEANEST OPPONENTS AND KEEP SMILING AS YOU BLOW



HORI  
**HORI**

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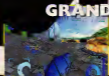
## Features

- USES GENUINE ARCADE BUTTONS AND PARTS!
- ACTUAL ARCADE CONFIGURATION AND LAYOUT!
- METAL FRONT PANEL WITH MOLDED PLASTIC EDGES FOR STABILITY AND SAFETY!
- HIGH QUALITY MICROSWITCHES IDENTICAL TO THOSE USED IN THE ARCADES FOR THE MOST RESPONSIVE AND ACCURATE JOYSTICK AVAILABILITY!
- EXTRA WIDE SPACING AROUND THE JOYSTICK FOR MAXIMUM MANEUVERABILITY AND EASE OF PLAY!
- EIGHT INDEPENDENT BUTTONS OPERATING WITH 24 SHOTS PER SECOND RAPID FIRE ACTION!



# PRESS START

## BEHIND THE WHEEL OF THE SEGA SATURN



GALE RACER

GRAND CHASER

## SEGA'S SATURN IS OFF TO THE RACES

Sega's Arcade Racer steering wheel is out and the good news is it makes Sega Saturn racing games even more realistic.

The wheel adds a new dimension to several of the Sega Saturn's top racing games, like Sega's Daytona and Time Warner's V.R. Virtua Racing.

We also tested it on our

Japanese Sega Saturn using Gale Racer by Sega (not slated for release here) and Grand Chaser (Cyber Speedway when it comes out over here in September).

The Arcade Racer sells for \$79.99. Instead of trying to vary the turn of your car by pushing left or right on a directional pad on a handheld controller, the wheel

gives you a more realistic driving experience as you can actually feel the cornering of the cars as you go through the corners. It does have a few faults. Besides taking a little getting used to, it is also very easy to over-steer. Although the A.R. is adjustable, it feels awkward at first.

Overall, the wheel gives

you more of a feel for the road, but you can't smell the burning rubber just yet.

Overall Rating

7

NOTHING IN THE WORLD HAS PREPARED YOU FOR THIS.



# MORTAL KOMBAT™

BEGINS AUGUST 18TH

NEW LINE CINEMA PRESENTS A LAWRENCE KASAHOFF/THRESHOLD ENTERTAINMENT PRODUCTION A PAUL ANDERSON FILM "MORTAL KOMBAT" LINDEE ASHBY CARY-HIROYUKI TAGAWA  
ROBIN SHOU BRIDGETTE WOLSON TALISA SOTO AND CHRISTOPHER LAABERT COSTUME DESIGNER FEIN CHAMPION, C.S.A. MUSIC BY SHARON BOYLE EDITOR ALEC GILLIS AND TOBI WOODRUFF, JR.  
EXECUTIVE PRODUCERS GEORGE CLINTON PRODUCED BY JONATHAN CARLSON EXECUTIVE PRODUCERS DA WOOVEN PRODUCED BY MARTIN HUNTER EXECUTIVE PRODUCERS JOHN R. LEONETTI EXECUTIVE PRODUCERS CANNY SIMON PRODUCED BY BOB ENGELHARTN DIRECTED BY KEVIN DRONEY

THIS FILM IS NOT YET RATED



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# REVIEW CREW

## THE REVIEW CREW



**ED  
semrad**

**Current Favorites:**  
Yakuza Island  
Mega Man X 3  
NKS-PlayStation

Everyone's been telling Ed he should take it easy for a while. Relax and take his shoes off. In response, he gave everybody a raise ... higher chairs. Thanks!



**DANYON  
carpenter**

**Current Favorites:**  
FF red cars  
low car payments  
time off

Dano has had enough with trucks. Instead, our illustrious editor has picked up a Ferrari. It goes fast, but not as fast as the clicks he picked up with it. Dorno is now in traction. ...



**AL  
manuel**

**Current Favorites:**  
Chrono Trigger  
Aster Chicks  
Sleep

Recently we found out that Al is really a minion from hell. In giving bad scores to games, he's helping out the forces of evil. The horns and tail really started our suspicions.



**SUSHI-X**

**Current Favorites:**  
SF Alpha  
A/C  
Cool Kats

Sushi-X is really tired—sick and tired, that is. After two-hour lunches every day, he seems happy but very spent. He says he's been training in secret, but we think he's just goofing off.

### HOW GAMES ARE RATED...

The reviews that are published in *EGM* are created after each genre on the Review Crew staff plays through the game in its entirety. The Crew then independently writes their reviews based on the quality of the product, originality and challenge (how long it takes to complete), and bases their numerical scoring on a 1 to 10 scale in relation to other titles available for the same system.

super nes

## CHRONO TRIGGER

squaresoft



category:	release date:
RPG	Now
challenge:	back-up:
Hard	Battery

Chrono Trigger is an excellent Square game. The superb graphics, gripping plot and excellent engine make this game a thrill to play. It's almost as good as the Final Fantasy games, but not quite. A true measure of an RPG is the amount you get out of it. This cart will make you laugh and cry. Chrono is the kind of game that makes the physical effort worth the time. NES is its limit. You can find lots of secrets and battle gigantic Bosses. This is a must-buy!

What is there to say? It's from Square, so you know it's not the character design or the same style as Dragon Ball Z. Above all, it's an RPG. Chrono Trigger is simply the new standard in RPGs. It totally beats FFS in a graphical and especially graphics. The story line is incredible, and the ability to jump through time is so cool. What we have here, folks, is a game that must not, under any circumstances, be missed. It's incredible!

**THIS IS AWESOME!!** Chrono Trigger is an RPG that combines the best features of the FF games and Mega and puts them all in a game that easily gets my vote for RPG of the year! It's with all Square's games, the visuals are superb with stunning detail, and the music immerses players even further into the quest. Of course, the game's best feature is its engaging story line. All multiple endings to that and you've got a must-have for your RPG collection.

Bo may know spots, but Square knows RPGs. This latest entry is yet another instant smash hit. It combines elements of Final Fantasy III as well as a bit of Secret of Mana. Newbie and vets, it's done well with great graphics, pleasant sounds and a really engaging story line. I don't think I need to tell RPG fans that it's a must-have, but even those who don't normally dig the genre should try it. It has the same pull and quality as FFS, need I say more?

<b>Best Feature:</b>	Everything
<b>Worst Feature:</b>	Yeah, right
<b>Time To Complete:</b>	Eternity
<b>Also Try:</b>	FF3, Secret of Mana

super nes

## NINJA GAIDEN

TRILOGY

tecmo



category:	release date:
Action	Now
challenge:	back-up:
Moderate	None

I must admit that I was wishing that Tecmo would have improved the graphics, but after a few days down memory lane, I was hooked back on one of my favorite series. The action is just as intense as ever, and the music is sweet. The graphics have been redone as well. The effect of the new graphics will make you drop it only Tecmo worked on the rest of the game. Three carts on one cart is a great deal. For those of you who missed out, try playing these classics.

Three games in one cartridge? And there's no charge to the graphics or music. When I heard this one got Ninja Gaiden Trilogy is a unique idea, but Tecmo really should have enhanced the look to improve it like Nintendo did with Super Mario All Stars. There is no drawback in the graphics, but the 5-BA hit was what I had most of a problem. I have one of the best collection and NES went with it, this might be worth picking up. Otherwise, I'd pass.

I was so happy to hear that the entire NG series was coming to the Super NES. But to my disappointment, Ninja Gaiden Trilogy only turned out to be an exact port-over with no noticeable enhancements in graphics, sound and play control. Although the play control was greatly excellent in the Neo-Geo version, this game would give gamers a huge score if it had been done on a new story, improved graphics and sound and advanced techniques. Still, not bad... I guess.

Okay, the classic NES game of Ninja Gaiden does bring back some fun memories, but I really wish they had remade the game rather than a straight port. Unlike the Mega Man series, the game seems just unchanged in both graphics and sound. It's more into nostalgia, but still a fun game. But otherwise, it's a nice wee for today's times. Still, this is the classic masterpiece the addictive nature and the pure value of three games for the price of one.

<b>Best Feature:</b>	Nostalgic
<b>Worst Feature:</b>	Too Nostalgic
<b>Time To Complete:</b>	How good are you?
<b>Also Try:</b>	The 8-Bit versions?

ED  
DANO  
AL  
SUSHI-X

**super nes**

# KING ARTHUR AND THE KNIGHTS OF JUSTICE

**enix**category: **release date:****RPG****Now****challenge:****back-up:****Moderate****Battery**

King Arthur is an okay adventure. The story is only average, but the quest is long and is only completed whenever you go after an item. There are dozens of miniquests you must accomplish in the meantime. The graphics are not on par with other games in the genre, although the sounds are really cool. The clanging of the swords and putting you in the middle of the action. This can give a sort of Gauntlet feel to it, but King Arthur is not for everyone.

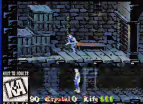
With games like Final Fantasy III and Chrono Trigger on the market, it is definitely getting tough to match their quality. King Arthur can hold its own in some respects, particularly in the story, which is slow at the beginning of the game but gets more intense the hours roll by. The graphics lack vibrant color, but the music was a definite in my book. If Chrono Trigger and FFIII seem too complicated, King Arthur might not be a bad starting point for you.

I was completely taken by surprise with this title because it really did live up to the standards of one of the top video game developers. King Arthur should be Secret of Mana, but fails to emulate what made SotM such a success. The graphics (no flashy colors and look washed out). The sound, although good, was dull and unimpressive. Even though the was used an unsuccessful animated series, the adventure of the game was not at all interesting.

This may have been a bad time to review this one because it came out the week of Chrono Trigger. This is an okay RPG, but the graphics and overall look are a bit weak. Things look too washed out and don't have enough detail. This tries to mimic Secret of Mana but it doesn't succeed. Apparently the story was based on an animated series, but the game just wasn't all that fun. Still, its an average game for those who just can't get enough RPG games.

**Best Feature:** Easy to get into**Worst Feature:** Bad graphics**Time To Complete:** Long**Also Try:** Secret of Mana, FF3**super nes**

# NOSFERATU

**seta**category: **release date:****Act./Adv.****Now****challenge:****back-up:****Hard****None**

We've all been waiting for this game since before the Super NES came out. Now that it's finally here, I just doesn't live up to its hype. The graphics look really nice, and the main character has lots of cool animations. Unfortunately, the game play is a little plain/weak. When something is running you, there is no margin for error. Bad puzzles are pretty cool, but the average player will get frustrated easily. Nosferatu is good, but not great. I suggest renting it first to see if you like it.

What was the hold up here, guys? I don't know why this one took so long, but the game is definitely old technology. I don't find the graphics very exciting but the music is fitting for each of the levels. The control leaves something to be desired, as it is very slow and sluggish. I don't begin to tell you how many times I missed a critical item because of the insensitive controls. I'm sorry, but a game that took so long should offer more than this one does.

Well, I dunno. I can't really say whether I like this or not, but I guess I would hard to like it either. I guess part of the disappointment I would be that it took so long for this game to come out. When it finally did, it really wasn't all it was cracked up to be. The most prominent problem seems to be the poor key-press fighting mechanics was still-out because I couldn't escape precise attacks. On the other hand, the graphics and sound are great!

This has been a long time coming, and it lets most people down. The game is good, but it just isn't the smash hit most people were hoping for. The graphics and sounds are done well, whereas the play controls is a bit sluggish, especially in the fighting area. This game is not excellent if Prince of Persia was a slower, more puzzle-oriented approach, the game they not move fast enough for some, but I couldn't help but be drawn in by the great mystique.

**Best Feature:** Good strategy**Worst Feature:** What took so long?**Time To Complete:** Long**Also Try:** Prince of Persia**genesis**

# COMIX ZONE

**sega**category: **release date:****Act./Fighting****Now****challenge:****back-up:****Hard****None**

Comix Zone is one of the better action games for the Genesis. It doesn't sound like a Streets game in all, and there are lots of color. The theme is cool, and the different pathways are a real plus. The fighting interface is a bit too loose, and it's somewhat you lose like a little too easily. All this is an action game that has a fresh concept. It has enough creative ideas to keep you glued to your seat. Comix Zone is worth the price of admission.

In an age with so many "me-too" games, Comix Zone demands to be noticed with its totally unique look and art style. Although I think I've seen his idea in a few cartoons, this is the first time in a video game and I'm quite impressed. The control is pretty good, the sounds aren't the typical Sega whinny and the on-going dialogue through you into the dark and bloody world of a comic book... or something like that. You should check this out, if only for its originality.

At first, I thought the idea of a comic creator going into his own pages and fighting his villains was a bad one. But after playing this game for a while, I found that it actually is a pretty good game. I like the fast dirty que in the game. Also, all the comic-like graphics. Some of the special visual effects are kinda neat too. The pinups, items, and weapons are cool as well. The only bad side is that the play control needs a little work, but it's still passable.

This is a very original of game. Sure, it's basically a side scroller, but the comic look and some concept works very well. Also, the graphics are very colorful, especially for the Genesis. There isn't any exceptional fighting, but the look of the game is great. The only drawback is the fact that you can get a little annoyed at a few screen. Still, it has a fresh look by a while, a very original way of reviewing to the next level. Comix Zone is a definite must-buy.

**Best Feature:** Originality**Worst Feature:** Twitchy control**Time To Complete:** Medium**Also Try:** Nothing to compare it to

**genesis**

# THE ADVENTURES OF BATMAN & ROBIN

**sega**

category: release date:

**Action****Now**

challenge:

back-up:

**Impossible****None**

The Genesis needed a good action title, and this cart fills the void. Moreover, this game is tough and addictive. It concentrates less on the visual effects, some of which are very cool, than the game play itself. The controls are responsive, but you just can't avoid the hits. The Bosses are cool but nearly impossible to kill. It's okay if a game is tough, as long as technique is involved, but this game is just too simple. Still, this is the only new Genesis action game around.

Take it easy on me, Sega! Do you guys think you could possibly know more enemies that I can make the game so hard that I get passed by only the second level? Listen up mates, Batman & Robin has good sounds, good graphics and good control. You'd really need the list past six there is so much on the screen you'll have to avoid. If you're looking for one of those challenges, you won't need to look any further than this one. I gotta take a nap.

The popularity of Batman and Robin has reached its crowning moment with their own video game. This game comes complete with fantastic character animation and super-stunning graphics and sound. Villains/Bosses would be cream. There is also plenty of challenge and a lot of enemies. But read: That's the problem. There are too many enemies and the whole game is just too damn hard. I don't mind a good challenge now and then, but this is ridiculous.

This game looks really cool, but it got repetitive really fast. The same enemies come out in droves and don't do anything really unique. To further add to the ennui, the enemies warn you and make the game difficult to the point of frustration. If you think the levels are tough, try the Bosses for a real challenge. There are some neat effects, but you really need more innovative techniques to make it play a little more even. It's a decent game with a tough challenge.

<b>Best Feature:</b>	<b>Graphics</b>
<b>Worst Feature:</b>	<b>Too hard!</b>
<b>Time To Complete:</b>	<b>Eternity</b>
<b>Also Try:</b>	<b>An easier game</b>

**sega cd**

# ETERNAL CHAMPIONS

**sega**

category: release date:

**Fighting****Now**

challenge:

back-up:

**Moderate****None**

Eternal Champions CD is simply a hodgepodge of fatalistic, down-cassia poor fighting game. The graphics aren't that good, especially with the color limitations of the CD. The audio certainly doesn't do it. The controls feel way too loose, just like the cart game. Sega is concentrated on gore and flashy, like never seen it, old game. Even though this is one of the few Sega CD games around, I would pass this game up. It's not put together well.

What we have here is a company trying to capitalize on "out and bloody games." There isn't much of a game here. The controls, few and far between, are weak. The characters have special moves, of course, but there aren't as many as I would have liked. The controls are okay, the sound is done just okay, but the real highlight is the overly bloody and gory fatalities. Just playing through the game to see each of these won't take you very long. Then the CD will end up on a shelf.

Eternal Champions CD is basically the Genesis version with computer-generated animation and a heavy concentration on "fatalities." In this case, "cinematics." There's not much of an improvement. The only cool part of ECCD is the CG cut scenes (which isn't much because of the different graphics) and the deaths. I'd have to admit that some of the fatalities are quite entertaining with plenty of mopping and gore. If you're into blood, there's definitely plenty here.

This game has a tons of options that really do add its appeal. However, the game play is sluggish and falls short for a good fighting game. Also, the graphics really lack in color given this whole game's theme appearance. The "trainings" are gory but almost laughable. They are over-the-top and not strong enough to carry this game. There may be only a few CD games out but this one is not my recommendation. The look and feel is nothing to be desired.

<b>Best Feature:</b>	<b>Cinematics</b>
<b>Worst Feature:</b>	<b>Lack of color</b>
<b>Time To Complete:</b>	<b>Medium</b>
<b>Also Try:</b>	<b>Any other fighting game</b>

**sega cd**

# SAMURAI SHODOWN

**jvc**

category: release date:

**Fighting****Now**

challenge:

back-up:

**Hard****None**

Surprisingly the Shodown on the Sega CD isn't a half-bad translation. The graphics are good and the characters are nice. The music is well done arcade, but no sounds are sort of lacking. The game play is decidedly choppy, as is the animation something what they had to work with. Samurai Shodown is an excellent translation. This is a good fighting game, loaded with lots of fighters and cool special moves. This should appeal to fans of the coin-up.

It's the game that will not die. Samurai Shodown for the Sega CD is a solid fighting game, but not without some flaws. The first and major one is the character voices. They have too much of a muffled echo to them. Not something you'd want to hear during a good battle. The control is perfect and the music is very good. All the special moves have been included as well. If you're just going for a new fighting game, Samurai Shodown shouldn't disappoint you.

Although this game is getting pretty old, the Sega CD version of Samurai Shodown is a fairly decent arcade translation. The graphics are nice, even with the few colors. Every character and every sound has been faithfully redone. The only bad part about the visuals is that the lights don't shake out when the characters are in fight. Well, at least they were drawn first. The sound is a bit weak but are tolerable considering the system. This should have been out sooner.

Okay, they did a good job of translating and all, but this game is just old! I've already beaten it, and through Samurai Shodown II. The game has all the moves and graphics from the Neo version with some decrease in colors due to system limitations. Overall, it still is a good fighting game and CD fans might want to check it out, but I still can't help thinking of "Shodown II." It just seems a bit dated, like playing the original Street Fighter. This is a good port over, although it's a bit dated.

<b>Best Feature:</b>	<b>Graphics</b>
<b>Worst Feature:</b>	<b>Sound</b>
<b>Time To Complete:</b>	<b>Medium</b>
<b>Also Try:</b>	<b>Any other fighting game</b>

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satum

## BUG!

sega



category: release date:

Action Now

challenge: back-up:

Hard Battery

Bug! is a cool action game perfectly suited for the Sega Saturn. The graphics are good, and the levels certainly are long. In fact, perhaps a little too long. The audio is top-notch, and there are only a few copies of instant hits. Bug! is the type of game that will get the Sega Saturn on top. It controls well and has enough diversity to keep players' interests. It needs a password or save feature, though. Each level will take hours to beat. Bug! is one of the better Sega Saturn games around.

Even though I can't stand the overly corny story line, Bug! is a very impressive game. The graphics are simply amazing, the music is okay but the control is disconcerting at first because I wasn't used to moving around in a true 3-D action game. These levels are incredibly huge, and it's quite easy to get lost at times. Even though the premise is quite simple, the overall execution of the game in addition to being a great first-generation game makes this one worth checking out.

There are a few elements in this game that should have been in Blockwork Knight. Now you can actually move in, out and around your 3-D realm. Very cool. Plus, Bug! doesn't have any of that awful music you get from CK. As far as the rest of the game, the levels are a major stretch, a good thing if you want a long game. The only I got a bad because they may want to stop and rest for a while with a save feature. I'll also add that the game plays fairly well. Not a bad game!

From the first glance, this game just looks awesome, and once you play it, you'll be hooked for hours. The look and sounds of this game make it the best Sega Saturn game out so far. There are a few drawbacks, though. The levels are big and all but almost too large without a save or password feature. Also, it could have used a few more powerups to keep the big levels changing. The cute, high-tech graphics really show off what the Sega Saturn can do.

Best Feature: Cool Levels

Worst Feature: Simplistic

Time To Complete: Long

Also Try: Sonic, Mario

neo-geo

## WORLD HEROES

PERFECT

snk/adk



category: release date:

Fighting Now

challenge: back-up:

Hard None

I've played all of the World Heroes games and this is by far the best. Not only are challenging moves, but there are also death-type attacks. (Raspurin got a whole lot of love!) The engine has been tweaked a bit, and it controls perfectly. The audio and graphics have been re-done, as well. There are now ways of blocking and countering attacks. The new features make the matches more intense and realistic. WHF excels in every way. It's a top-notch fighter.

Hey, haven't I played this game before? World Heroes Perfect looks just like the previous versions of the game that bear its name, aside from obvious background differences. The only changes that really make a difference are in the way the game plays. There are now more offensive and defensive ways to deal, opening up all new ways to attack and defend. Don't be dismayed if you think the game isn't different. It is a better game and worthy of plunking quarters into.

World Heroes Perfect for the Neo-Geo is easily the best version of all the games to bear the name. There are a lot of cool new moves and they animate really well. They're also easy to execute. The new "real" attacks are an excellent touch. You should see Raspurin's "final" move. I got a big laugh out of it! Among the other improvements are the music, playability and play control. The addition of new blocks and counter-attacks are cool too.

I've tried all the version of World Heroes and this one just got even better. Loads of new attacks and techniques range from soccer super moves to new ways to count/ratsack. I must admit to be a little apprehensive about the game old characters coming back again and again. Yet the graphics and sounds are redone to the point where it really does give it a new feeling. This may not be the most original game but the new features sure are nice and it plays great!

Best Feature: Plain ol' fun

Worst Feature: Same of characters

Time To Complete: Long

Also Try: Any other fighting game

3do

## HELL:

A CYBERPUNK ADVENTURE

take 2 interactive



category: release date:

Adv. RPG Now

challenge: back-up:

Hard Battery

Hell may have a poor interface, but the story and graphics will draw you in. The interface is larger because certain events require your cursor to be on the exact pixel. It's easy to miss something important. The access time is surprisingly short. A few puzzles are so hard that they're almost impossible without a hint book. The plot is by far the best I've seen in a while, and any RPG player will enjoy it. The adult theme is also a welcome sight. Hell is a pretty good game.

Hell is one of those professionally produced games with some big Hollywood talent to back it up. Couple that with the "Age 17" rating on the box, and people will flock to this one! But don't expect perfection. Although everyone here seemed to gripe about the clumsy interface, which could have used more polish, it doesn't take away from the game. There is a lot to be impressed with in the game, and you might find yourself really enjoying it.

Although this is a direct translation of the popular PC file, I didn't think Hell was all that great. The cyberpunk theme is really cool, as is the complex, futuristic story line and adventure. I just didn't care much for how you had to play the game. The interface is clumsy, and you have to be very precise when clicking your cursor on an invisible object. It's very frustrating, especially when it's made increasingly difficult with the over-sensitive joystick. The animation is also choppy at times.

Well, it isn't as bad as its name or as good as heaven. Hell is a decent game with an excellent story line. What brings it down is the painstaking interface that makes it way too tough to pick up on disks with the cursor. Also, the graphics get a bit choppy at times, but it isn't too severe. It is a challenging game and at times perhaps too tough to be realistic. This game will entertain cyberpunk fans or those who love the computer genre. Still, the cool story couldn't make up for the play.

Best Feature: Rendered graphics

Worst Feature: Bad interface

Time To Complete: Long

Also Try: Burn: Cycle

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3do

## WING COMMANDER 3

origin systems



category: release date:

<b>Flight Sim</b>	<b>Now</b>
<b>challenge:</b>	<b>back-up:</b>
<b>Hard</b>	<b>Battery</b>

I've been on and off about the Wing Commander series, and this game is only okay. The scenarios are a lot of fun, but the computer version, and the scoring is a little bit better. The controls are a bit confusing. WC3 is just a glorified version of the same game. The cinematic sequences are good, but you essentially have the same game over and over. If you enjoy the series and would like to play a stylized version, Wing Commander 3 won't disappoint you.

Hey, look, another game with big-name Hollywood talent behind it, Wing Commander 3 has got to be the best of the series ever. At a whopping four CDs, it has also got to be the biggest. Why four CDs, you ask? The sheer amount of good, quality full-motion video shots up to high space. The missions you take part in are really simple at first, while it is expected, and get downright nasty as you go. If you haven't played WC3, don't miss out.

Wing Commander 3 is a good game for the PC. As a 3D game, it's just as good. The graphics are awesome, and the full-motion video is a crisp, clean, I have ever seen. Know that FMV can just get lush itself, but it's quite entertaining in WC3 because of the complex play. The interface is very simple and a novice flight player can walk get into it. If only the flight scoring isn't so sensitive, dogfighting would have been less of a headache. A good sci-fi game anyway.

I've been playing the Wing Commander series from the very beginning on the 80-bit system, and with the PC they did to the 3D0. The video is very clean and possibly some of the best for the system or the PC. The story line is much the same, and the game play is fairly responsive on the 3D0 controller. One of the reasons will love this game for its excellent, low graphics and video. The control was a bit tough to master, but it is still one of the best flight sims out there.

<b>Best Feature:</b>	<b>Clean cinemas</b>
<b>Worst Feature:</b>	<b>Four CDs?</b>
<b>Time To Complete:</b>	<b>Long</b>
<b>Also Try:</b>	<b>Any other flight sim</b>

game boy

## JUNGLE STRIKE

t'hq



category: release date:

<b>Shooter</b>	<b>Now</b>
<b>challenge:</b>	<b>back-up:</b>
<b>Moderate</b>	<b>None</b>

Jungle Strike is impossible to play on the regular Game Boy, but quite fun on the Super Game Boy. The graphics are a bit too small, and the sounds are a little lackluster. The action isn't all that intense, but it's fun because of the characters and the story. The control is good, and it plays just like the 16-bit version, but playing on the regular Game Boy is a bit of a challenge. The story is really hard. Jungle Strike is a great addition to the series who must have it portable. Otherwise, pass this cart up.

Although it's not action-packed, Jungle Strike offers some cool, thrills for a portable shooter. The attention to detail is very high, making the game much more enjoyable on a Super Game Boy than on the portable unit. The sound effects are really bad, almost reminiscent of a 1980s 2900 days. The missions are very long, which is a bit annoying, since the battery life of the GB doesn't last very long. If there is one saving grace, it's that the control is very good.

How many more versions of Jungle Strike do I have to review? How many times to I become a fan that I don't like Jungle Strike? I really don't know, but I don't think it's on a 16-bit system, to like it, it's the same. The graphics are good (even in 16-bit), and I don't like the perspective. Maybe if it was a 3D or 16-bit, I would have liked this more. The missions are too long with objectives that are just too tedious. I don't know. Call me impatient, but this is just not my cup of tea.

This is a decent game on the 16-bit platform, but on the tiny screen, it just isn't worth it. I don't think I'm impatient with the missions and the controls, especially with the hard-to-see (faded) and other tiny graphics. Part of its big brother, I want to give it a try, but I just don't think that all the fun and action is worth it. I don't think it's worth it. It does come across a little better on the Super Game Boy, but then why not play the 16-bit version in the first place?

<b>Best Feature:</b>	<b>Good detail</b>
<b>Worst Feature:</b>	<b>Bad sounds</b>
<b>Time To Complete:</b>	<b>Long</b>
<b>Also Try:</b>	<b>The 16-bit versions</b>

game gear

## THE ADVENTURES OF BATMAN &amp; ROBIN

sega



category: release date:

<b>Action</b>	<b>Now</b>
<b>challenge:</b>	<b>back-up:</b>
<b>Hard</b>	<b>None</b>

Batman & Robin's adventures on the Game Gear would be a good fit for the limitations of the portable system. The enemy bullets shoot in a fan off-screen, just giving you without giving you a chance. The graphics are really good, in fact, they look like the cartoon. One problem is that when you move, a thing really get choppy. Batman & Robin has a bit to offer. If you like the game, its shortcomings, this cart will provide you with hours of action-packed fun.

Well, it looks as if Sega didn't want to give Game Gear another great title. This game is just a hard as, if it's harder than the Genesis version, very hard. Because the screen has to be 16-bit, when you're running, making it nearly impossible to see the bullets shooting toward you. If you're running, you'll notice that the graphics are a little off, with some no color, though it's a high level of detail. As always, the music is good, but that's expected. Be warned, this one is a toughie.

There really isn't much to say about the Game Gear version, except that it's just like the Genesis version. The graphics are nice, but that's where the good points stop. The worst part of the game is the horrible difficult setting. This is probably the hardest game I have ever played. The game is so slow, and the controls are so bad, that it's like the life of the cartoon. If you're running, you'll notice that the graphics are a little off, with some no color, though it's a high level of detail. As always, the music is good, but that's expected. Be warned, this one is a toughie.

This has the same strong points and the same weak points as the Genesis version. On the good side, all the graphics are colorful and cartoonish. On the bad side, it's the extreme difficulty of the game. Enemy shots seem to come from nowhere, and you will get frustrated really fast. If you can handle the 16-bit version, then you'll like this one as well. However, it just made me want to throw it to the ground. Fast scrolling and tough game play make this a hard one to recommend.

<b>Best Feature:</b>	<b>Good graphics</b>
<b>Worst Feature:</b>	<b>Way too hard</b>
<b>Time To Complete:</b>	<b>Just try</b>
<b>Also Try:</b>	<b>The Genesis version</b>



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Video Game Network

Afraid you may have missed EGM's review of your favorite product? Curious as to how good that game in the bargain bin is? With more and more new game releases hitting store shelves each week, that could be a bad thing. Never fear, because the EGM 50 details the Review Crew's rankings of the highest rated softs from the past year. The games on this list are in alphabetical order with the top eight titles featured in the sidebars in numerical order.

**RANKING: #1**

Nintendo



Super NES

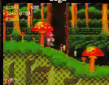
**Donkey Kong Country**

This game outperforms a lot of the 32-Bit games out there. It also toasts all the 16-Bit competition. DKC really shows what the 16-Bit systems can do—both in sheer graphic ability and a killer soundtrack that makes you wonder if there's a CD inside your cartridge. It's a winner. (Nov. '94)

AVG. RATING: 9.25

**RANKING: #2**

Sega



Genesis

**Sonic & Knuckles**

With fantastic graphics, sound and game play, this is one of the best games around for the Genesis. The use of Lock-On technology even helps you drag out those dusty, old Sonic 1 & 2 carts! So enjoy playing as Knuckles in both Sonic 1 & 2 and also experience new levels. (Dec. '94)

AVG. RATING: 9.25

# THE EGM HOT 50

Sunsoft

**Aero the Acro-Bat 2**

Aero 2 is an excellent game. It looks good and plays very well. The levels are huge with lots of secrets. You have new techniques to master, and the Ekko bonus game is nifty. (Jan. '95)

**RANKING: 47 AVG. RATING: 7.75**

Genesis

Interplay

**Alone in the Dark**

Another excellent PC translation for the 3DO, featuring excellent graphics and sound. Also, it's much more strategy oriented. Playing as a man or woman is a nice touch. (Sept. '94)

**RANKING: 23 AVG. RATING: 8.0**

3DO

Konami

**Animanics**

If you love the cartoon, you'll love the game. It has everything: great graphics, killer sound, challenging levels and of course, Yakko, Wacko and Dot. (Nov. '94)

**RANKING: 28 AVG. RATING: 8.0**

Super NES

Interplay

**Black Thorne**

This is the perfect blend of mystery, strategy and action. The animation is excellent and the graphics are superb. The dark background adds to the mystery. (Sept. '94)

**RANKING: 21 AVG. RATING: 8.0**

Super NES

Philips

**Burn: Cycle**

Burn: Cycle is a great interactive mystery that must be seen to be believed. It's hard-core cyberpunk with nothing left to the imagination. It's a must for the CD-i. (Nov. '94)

**RANKING: 31 AVG. RATING: 8.0**

CD-i

Taito

**Bust-A-Move**

This is a thoroughly enjoyable, addicting puzzle game that relies on reflexes and timing. It contains solid play instead of flashy graphics and effects. (March '95)

**RANKING: 46 AVG. RATING: 7.75**

Super NES

Computer West

**Cannon Fodder**

As one of the best games out for the Jag, Cannon Fodder is a humorous look at war. The graphics are better than the average Jag games and it's highly addictive. (March '95)

**RANKING: 45 AVG. RATING: 7.75**

Jaguar

Atkus

**Crusade of Centy**

Crusade of Centy is one of the best action/RPG games for the Genesis (like the Zelda series on the other system). The control is less refined, and there are many plot twists. (March '95)

**RANKING: 44 AVG. RATING: 7.75**

Genesis

Capcom

**Demon's Crest**

Demon's Crest will probably be one of those sleeper games. The graphics are beautiful and the game control is top-notch. Also, the background music really draws you in. (Oct. '94)

**RANKING: 13 AVG. RATING: 8.25**

Super NES

Sega

**Doom**

One of the most addictive games since Pac-Man, this is a direct port of the PC classic. You'll enjoy countless hours of mindless fun as you walk around shooting everything. (Jan. '95)

**RANKING: 19 AVG. RATING: 8.25**

32X

Playmates

**Earthworm Jim**

Earthworm Jim is a totally unique character with plenty of animations and characteristics. With huge, challenging levels and hilarious Bosses, this is a must-have. (Oct. '94)

**RANKING: 9 AVG. RATING: 8.5**

Super NES

SNK

**Fatal Fury 3**

Fatal Fury 3 dishes up all the action of the previous game but tosses in some new characters to give it more life. The graphics and sound are typical SNK—outstanding. (June '95)

**RANKING: 49 AVG. RATING: 7.625**

Neo-Geo

Jaleco

**Ignition Factor**

In Ignition Factor, you play as a firefighter trying to rescue people. It is both a strategy- and action-oriented game with decent music and great sound effects. (March '95)

**RANKING: 18 AVG. RATING: 8.25**

Super NES

JVC

**Keio Flying Squadron**

On par with Parodius, this is one of the weirdest, weirdest shooters of all time. Slap on your pink little skirt and hop on your dragon for some major, odd action! (Jan. '95)

**RANKING: 43 AVG. RATING: 7.75**

Sega CD

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**SUPER NINTENDO**  
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**RANKING: #3****Squaresoft****Super NES****Final Fantasy III**

Undoubtedly the best RPG on the market, Final Fantasy III has caused insomnia in some of our editors. RPGs with this much depth and realism come once in a blue moon, so don't pass this one up. (Oct. '94)

**AVG. RATING: 9.0****RANKING: #4****SNK****Neo-Geo****Samurai Shodown II**

As the only fighting game in our top eight, Samurai Shodown II earns its place. It is a total improvement over SS1. The graphics and sound are simply amazing while the playability is unmatched. (Jan. '95)

**AVG. RATING: 9.0****RANKING: #5****Titus****Super NES****Prehistorik Man**

Prehistorik Man has excellent graphics and sound. The control is excellent and the levels have lots of secrets. The hang-glider scene is one of my favorites. The opening scene is hilarious. (May '95)

**AVG. RATING: 8.75****Nintendo****Kirby's Dreamland 2**

Kirby 2 is one of the most fun games out for the Game Boy. It offers good graphics, sound effects and excellent control. It is a definite must-have for long, fun. (July '95)

**RANKING: 48 AVG. RATING: 7.625****Kirby's Dream 2 by Nintendo****Lemmings 2 by Psygnos****Psygnos****Lemmings 2**

Those lovable critters are back for more action. This title adds some nice twists, like Lemmings with different skills and better-looking graphics. It's a must for Lemming fans. (Feb. '95)

**RANKING: 42 AVG. RATING: 7.75****Konami****Super NES****Metal Warriors**

Mechs, mechs, mechs. Metal Warriors offers up a Mech lover's delight. It has lots of mechs to choose from, lots of weapon power-ups and huge, challenging levels. (April '95)

**RANKING: 20 AVG. RATING: 8.125****Sony Imagesoft****Sega CD****Mickey Mania**

This game was totally unexpected. Its graphics and effects will blow you away. It has good play mechanics and great sound. If you love the old Disney classics, get this game. (Nov. '94)

**RANKING: 30 AVG. RATING: 8.0****Accclaim****Super NES****Mortal Kombat II**

This is the version of Mortal Kombat II to get. It plays almost the same as the arcade with all of the secrets and combos, and most of the audio included. (Oct. '94)

**RANKING: 12 AVG. RATING: 8.25****Electronic Arts****3DO****Need for Speed**

Drive any one of eight super cars like the Viper or Diablo. Race on three types of track from the mountains right down to the congested free-ways of a city. (April '95)

**RANKING: 34 AVG. RATING: 8.0****Enix****Super NES****Ogre Battle**

One of the best RPG/military aims out. Ogre Battle offers large maps, lots of units and excellent sound and graphics. The interface is a little peculiar but easy to work with. (May '95)

**RANKING: 37 AVG. RATING: 7.75****Namco****Super NES****Pac-In-Time**

Pac-In-Time has the makings of a great game. It combines fast-paced action with puzzle-solving abilities. The graphics and animation make this the best-looking Pac-Man yet. (March '95)

**RANKING: 44 AVG. RATING: 7.75****Sega****Saturn****Panzer Dragoon**

Panzer Dragoon has got to be one of the best games out for the Sega Saturn. It offers mesmerizing game play, excellent graphics and excellent sound effects. (July '95)

**RANKING: 11 AVG. RATING: 8.375****Panzer Dragoon by Sega****PS IV by Sega****Sega****Genesis****Phantasy Star IV**

This is the fourth installment in the Phantasy Star series with an improved magic system that allows you to combine magic spells for more power. (April '95)

**RANKING: 40 AVG. RATING: 7.75****Atlus****Super NES****Pieces**

Another excellent puzzle game, this one's unique objective is to put jigsaw pieces together. The Two-player Mode really makes this game shine. (Jan. '95)

**RANKING: 17 AVG. RATING: 8.25****Working Designs****Sega CD****Popful Mail**

This is a side-scrolling action/RPG. The story is very humorous at times with the help of spoken text. The animated cinematics are excellent and quite funny. (March '95)

**RANKING: 39 AVG. RATING: 7.75****Jaleco****Super NES****R-Type III**

R-Type III is quite possibly one of the best shooters ever produced. Huge levels, deadly Bosses and an overall difficult game make it an excellent purchase. (Sept. '94)

**RANKING: 22 AVG. RATING: 8.0****Silent Soft****3DO****Return Fire**

Return Fire is a great game that has it all: mass destruction, driving, flying, a classical soundtrack and still more mass destruction. It's a great buy for the 3DO. (Feb. '95)

**RANKING: 33 AVG. RATING: 8.0**

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**RANKING: #6**

Interplay



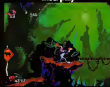
Sega CD

**Earthworm Jim S.E.**

The special edition of Earthworm Jim contains new levels, new music and more great animations. If you don't already have EWJ or just love it, this is the version of EWJ to get. (April '95)

**AVG. RATING: 8.875****RANKING: #7**

Interplay



Genesis

**Earthworm Jim**

This is one of the best action carts released last year. The graphics are totally awesome and the music is great. The control is crisp, and the animations are hilarious. This is a must-have. (Oct. '94)

**AVG. RATING: 8.875****RANKING: #8**

Crystal Dynamics



3DO

**Gex**

Gex is the best action/adventure release for the 3DO. The animations are great. The graphics are some of the best I've seen, and the sound and one-liners are totally hilarious. (June '95)

**AVG. RATING: 8.875**

Crystal Dynamics

3DO

**Samurai Shodown**

That great fighter from SNK for the Neo-Geo has made its way to the 3DO by way of Crystal Dynamics. All of the characters are here and so are their moves. (Jan. '95)

**RANKING: 50 AVG. RATING: 6.0**

Konami

Sega CD

**Snatcher**

Snatcher is a great title for older audiences. An adventure game with nice graphics and an intricate plot, this one is sure to keep you rooted to your seat. (Dec. '94)

**RANKING: 16 AVG. RATING: 8.15**

Konami

Super NES

**Sparkster**

This one has it all: huge levels, large Bosses, outstanding graphics and excellent music. There is plenty of technique to learn and you won't master this in one sitting. (Oct. '94)

**RANKING: 25 AVG. RATING: 8.0**

Crystal Dynamics

3DO

**Star Control II**

One of the best games out for the 3DO, Star Control II is a transition that surpasses the PC version. Excellent graphics and sound make this an absolute must-have. (Oct. '94)

**RANKING: 14 AVG. RATING: 8.15**

JVC

Super NES

**Super Return of the Jedi**

All of you Star Wars fans look out because Vader's back. This game has excellent graphics and sound plus some very hard levels that you can't just run through. (Oct. '94)

**RANKING: 24 AVG. RATING: 8.0**

Panasonic

3DO

**Super Street Fighter II Turbo**

A near-perfect translation for the 3DO with arcade-quality graphics and sound, near-perfect control even on the normal 3DO controller. Yes, you can even play Akuma! (Jan. '95)

**RANKING: 32 AVG. RATING: 8.0**

SSF2T by Panasonic



Tetris 2 by Nintendo

Nintendo

Super NES

**Tetris 2**

More of the same Tetris fun. If you loved the first, this is the sequel for you. The Two-player mode is an absolute addictive blast and will keep a pair up all night. (Oct. '94)

**RANKING: 27 AVG. RATING: 8.0**

SNK

Neo-Geo

**The King of Fighters '94**

Another totally awesome fighting game from SNK. With 24 characters and tons of special moves, this game is bound to keep you up late on many occasions. (Nov. '94)

**RANKING: 10 AVG. RATING: 8.5**

Virgin

Genesis

**The Lion King**

An excellent movie-to-game translation. Once again, this one does the animated feature justice. It has knock-out graphics and sound plus challenging game play. (Nov. '94)

**RANKING: 29 AVG. RATING: 8.0**

Lion King by Virgin



Virtua Fight. by Sega

Sega

Saturn

**Virtua Fighter**

The smash arcade hit has made it to the home systems by way of the Sega Saturn. VF offers great polygon graphics and sounds. The control is fantastic and moves are flawless. (July '95)

**RANKING: 36 AVG. RATING: 7.875**

Natsume

Super NES

**Wild Guns**

One of the best shoot-'em-ups for the Super NES. The Two-player Simultaneous Option and very challenging levels make this one a real blast. It's a good product overall. (Oct. '94)

**RANKING: 34 AVG. RATING: 8.0**

SNK/Alpha

Neo-Geo

**World Heroes 2 Jet**

This is another great fighting game for the Neo-Geo. The tons of special moves, excellent graphics and top-notch sound make this one of the best fighters around. (July '94)

**RANKING: 12 AVG. RATING: 8.15**

Capcom

Super NES

**X-Men**

Quite possibly the best X-Men game out there. The characters are detailed and have Street Fighter-type control for their special attacks. This game requires lots of skill. (Jan. '95)

**RANKING: 49 AVG. RATING: 7.75**

Sunsoft

Genesis

**Zero, the Kamikaze Squirrel**

Zero has great graphics with vibrant colors, cool sound, awesome play mechanics and all the moves of Bruce Lee. This is one of the best action carts out for the Genesis. (Dec. '94)

**RANKING: 16 AVG. RATING: 8.25**

Average ratings are based on the combined scores of all four Review Crew critics divided by four. Games with identical average ratings are listed in alphabetical order. Please remember that any resemblance to people living or dead is purely coincidental.



**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

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# GAMING GOSSIP

It's time once again kiddies to test the powers of the almighty Q. Your personal purveyor of insider info from the most exciting entertainment industry in the universe has returned from a scouring far-and-wide with a verbal VIP pass to connect my important **EGM** fans with the latest batch of gaming goodies. High on the Q's list this much is the latest from the frontlines of the hardware wars, as well as a few surprise softs that are sure to have the nets questioning yours truly once again. (I'm still waiting for those apology letters from die-hard MK fans who thought the extra button was bunk.) ... The PlayStation for \$199? Could it be? The Q has heard from insiders at one major games chain that 199 will be the magic price for Sony's wonder system if you throw in 10 of your old dapidated 16-Bit games. Trading in your old wares for the latest in super-Bit tech is a great idea, so don't be surprised to see others play follow the leader (and watch old Super Mario Bros. carts start stacking up all the way to the ceiling) ...

... In other news from the Sony sector, developers have been calling into the Q-gossip hotline and telling yours truly that the giant S—in another attempt to shorten the number of titles that are on store shelves for the PlayStation's inaugural Christmas—will not be letting any point-and-click-type games that turn the PSX controller into a mouse into holiday stockings. Good thing Final Fantasy fanatics weren't waiting for the PSX to turn up the next sequel ... Tuning to the exploits of the good ship Nintendo, who continue to sail along on the ever-cloppy 16-Bit gaming seas, word hears the big N may be sunk by the Saturn and the PlayStation dual assaults. Although Nintendo pulled off a surprise coup by announcing Super Mario World 2: Yoshi's Island, the Q questions whether or not Nintendo's marketing muscia can launch three separate mainline titles when the spotlight's shinning so brightly on Sega's and Sony's wonder machines. Even though Yoshi's Island will pack 32-Meg, its announcement immediately pushed back the release of Donkey Kong Country 2: Diddy's Kong Quest. DKC 2 was the second game using advanced computer-modeled graphics and the inside word says that DKC 2 may be delayed until the end of February to give RARE more time to make this game even better than Donkey Kong Country. The fact that Yoshi will have more shelf time to himself won't hurt either. ... Yoshi's Island will be much like the original Super Mario World title that launched with the Super Nintendo, featuring Mario, Luigi, Yoshi and even Wario are supposed to make appearances. The Q hears that the game will have over 130 different hidden places to explore in addition to the main game. ... While we're on the subject of Yoshi's Island, the Q-Mann has scoped out a 64-Meg U64 rev of the game being prepared by RARE. ...

Speaking of new softs from RARE, the Q has learned from sources in the know that Super Mario Kart will be available for Nintendo's Next Gen machine, while EA Sports will dish up John Madden '96 courtesy the programming wizards at Sculptured Software. ... The slew of recent U64 software sightings is interesting, considering that Nintendo has just announced they are backing out of the Winter Consumer Electronics Show being held in Las Vegas in January. This was when they were planning on showcasing the Ultra 64 to North American buyers and the media. Outside developers are telling the Q that the learning curve on the cartridge-based Ultra 64 development systems isn't what Nintendo thought it would be and members of their development dream team (no relation to QJ's lawyers) will be hard pressed to have their marquee titles ready in time for the aforementioned April destination. ... The Japanese version of the U64, dubbed the Ultra Famcom, will be released in Japan on November 30 or December 1, for the equivalent of \$350 U.S. The machine will come packed with an introductory soft as well as three other titles that will be available on store shelves when the unit makes its debut. ... Although we will have to wait until April or longer, the developers that yours truly has spoken with said that despite the problems the Ultra has encountered, it most likely will be ready in April with 12 to 15 titles ready at systems launch including three that Nintendo's all-star game designer Shigeru Miyamoto (creator of Mario and Donkey Kong) will have had a hand in. Two of these games we know are Pilotwings 2/ Dragonfly X and Starfox X using ACM technology and fully rendered space ships and pilots. You may have already heard that Star Fox 2 for the Super Nintendo has been scrapped at least for this year. Rumor has it that the cart is being redone and is expected to resurface again next year depending on how strong Nintendo feels their 16-Bit lineup is. ...

... In other news it doesn't look like Goldeneye, the new James Bond movie will make its way onto the Super Nintendo. Nintendo has a team working on a version for the Ultra 64 due out when the system is launched. ... Another big rumor floating around the gaming world is that George Lucas and his people have been talking with Nintendo about developing a game based on his Star Wars movie trilogy exclusively for the Ultra 64. The working title for the game is said to be Star Wars: Shadows of the Empire, which was also served up to comic-book connoisseurs via Dark Horse comics. This rumor can be taken one step further since the Q has heard that Dreamworks Studios is also rumored to be working on an arrangement with Nintendo. Seems as though Spielberg wants to produce Ultra 64 games under his Dreamworks Interactive Entertainment division after Nintendo showed him the power of the Ultra 64. No word yet on whether Dreamworks will neglect the best on the PlayStation, Saturn, M2 and the remaining platforms and stick exclusively with Nintendo. ...

... Sega also seems to be snuggling up to the 3DO and their new M2 technology. They hadn't announced the agreement by press time, but here are rumors of a deal in the works. Sources are telling the Q that Sega and 3DO may sign an agreement that will enable Sega to use 3DO's powerful 64-Bit M2 technology hardware in Sega's con-op titles. Virtua Fighter 3 is rumored to be the first game under consideration to benefit from the new technology. My Q-reporters out in the field and on the streets of Japan are telling me that Virtua Fighter 3 will be hitting Japanese arcades in December with a scheduled U.S. release of VF3 in February or March '96. Yu Suzuki the creator of the Virtua Fighter series is working on the Saturn version using the old AM2 operating system. This is the same system that is currently being used for many Saturn games. VF3 for the Saturn will use the new operating system that is being called the Sega Graphics Library. The SGL makes the Saturn run 185,000 texture-mapped polygons at 65 frames per second. Virtua Fighter 3 will be out for the Saturn sometime in late September or early October or next year. ... Sega development teams are also working on versions of Virtua Cop, Comix Zone, Eternal Champions, World Series '96, Desert Tank and a game called Cool Riders for the Saturn and 32X. ... This just in: Sega of Japan is working on Virtua Sonic, with the hedgehog featured in a starring role. Knuckles and Tails will also make cameos in this new game. ... Until next issue, the Quartermann will make sure all your gossip stays hard and crunchy, without a hint of that dry aftertaste you get from reading other video game mags. ...

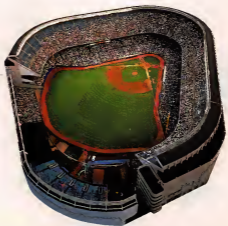
**- QUARTERMANN**

{ figure 1 }  
A detailed view of  
World Series Baseball.



## If you're going to take the field

{ figure 2 }  
A detailed view of  
Triple Play '96.





Ah, the sweet sound of  
 chin music. Now available in stereo.  
 Two batter/pitcher views to choose  
 from. Brush 'em back in either one.

It's your call.



# Take the

As close to the ballpark as  
 you can get without a ticket.  
 Lifelike animation puts you  
 there whether you're diving  
 down the third base line or  
 caught in a pickle between  
 second and third.



Call it a head-first slide.

Call it a take-out slide.

Call it a balls-out- 'I'm-goin'  
 in-no-matter-what-slide.

Just don't call it an "out."



The official seal is your assurance that this  
 product meets the highest quality standards  
 of Sega™. Big games and accessories will  
 still need to be sure that they are compatible  
 with the Sega™ Genesis™ system.



Software © 1995 Electronic Arts. All rights reserved. EA SPORTS™ the EA SPORTS logo "It's in the game." It's in the  
 trademark owned by Major League Baseball Properties, Inc. Sega and Genesis are trademarks of Sega Enterprises Ltd.



Get all the stats in TV style presentation.  
 Updated 1995 rosters. Full season  
 compilation mode. Use on to create players.  
 Trade players. Edit teams. And become  
 the first player/manager in recent history.

Whether you're pitchin' overhand  
 or submarine, you've got the runner  
 in the corner of your eye. He's on.  
 He's off. He's out. Picked off.



# whole field



I got it. No, I got it. I got it. No, I got it.  
 Wham. You both got it. Out cold. Watch where  
 you're going or suffer severe player collisions.

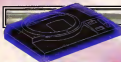


If it's in the game, it's in the game.™

Triple Play '96 is the first baseball game ever to deliver excitement beyond an  
 oversized pitcher/batter interface. We took all of baseball. Edited the boring parts. And delivered an  
 action-packed game that can only be described as "playing one continuous highlight reel." Go nuts.



**MORTAL KOMBAT!** The Kombat tournament continues, but this time it is hitting the powerhouses of the home systems: Super NES, Genesis and the upcoming Sony PlayStation. Which of these will make the best killing from home sales? Which is the best translation from arcade smash to in-home killer? Well, we will show you what we have and let you make the call for yourself. These versions are preliminary and may be changed in the final version, but for the most part these should give you a good idea of what the finished product will look like. For the most part, these translations look pretty good and offer an alternative to going to the arcade and spending your paycheck on trying to beat the darn game. The Mortal mayhem may once again grip America. Will this version grasp everyone the way *MK2*, did?



## GENESIS

The Genesis version is pretty good so far, but it is a little grainy. Hopefully this will be corrected in the final version. The sound is pretty good though and makes some definite points for the system. Although a six-button controller is necessary to really

play this game, it is possible to change the configuration to something you feel more comfortable with. The animation is pretty smooth also. Good job!





# SUPER NES



The Super NES version looks wild—definitely a good translation of the arcade game. Everything from the Versus Screen with the secret code on the bottom to the Continue Screen are here. Another thing that will definitely draw in the players is the use of Blood. Yep, all the blood, gore and guts of the first and second are in the third as well. The sound was impressive and definitely a good asset to this version of the game.



All the screams and hollers of the arcade are in this smash. Could Kombat possibly be the same without them? Sindel sure thinks it's necessary!



All the heart-pounding and palm-sweating action has been preserved fairly well. Everything from Jax's multi-slam to Liu Kang's fireballs, to Kano's cannonball slam is in the game. All the combos seem pretty much the same, but I found it difficult to get used to the new button, Run. Although there is no physical difference in the controller, the removal of an extra Block button and



# PLAYSTATION



PlayStation

The PlayStation version of this game looks tremendous! All the graphics and sound have been ported over so well that when you play it, you may think that you should insert some

quarters to continue. This looks like one of the best translations available and may be shipped with the PlayStation itself. We can only wait and hope.



You may find yourself looking over your shoulder expecting Jax or Shao Khan to be standing there in your living room fighting because of the awesome sound of this killer konversion. You weak and pathetic fool!



Look at these graphics! Wow! The fledgling PlayStation looks like it has proven itself to be a definite force to be reckoned with for the home systems. Can it beat the Sega Saturn?



# "SO MANY WAYS TO KILL OR DIE... WHO CAN CHOOSE?"



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ZAPPED BY INDIAN MAGIC FIRE

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- The 1st Fighting Game Specifically Designed For The PC CD-ROM
- 3D Bio Motion Gives Characters Arcade Fluidity
- 11 Warriors In Full 3-D With Weapons
- CD Quality Music Tracks
- Realtime Shadows, Interactive Backgrounds

Supports IBM, Atari, Amiga, 486 and Turbo-Dos Super-Warrior

Feature	IBM	Amiga
Launcher	No	Yes
Weapons (standard)	No	Yes
Movable perspective	No	Yes
Interacts w/background	No	Yes
Replay mode	No	Yes
3D Bio Motion	No	Yes



# SPECIAL FEATURE



## Level 1-1

The first thing you notice about this game is the colorful and amusing graphics that look as if a child had drawn them. This is very refreshing after all of the high-resolution, rendered graphics all game companies seem to be trying for.



Like all the other games Mario is involved with, this game is packed with secrets. If you find them all, new levels will open up!

## Level 1-3



After you go down this pipe, Level Three starts.



It's good to know some things will never change. The old go-down-the-pipe trick still works!



As you move through the game, eat enemies to gain eggs. Use the eggs as weapons or to hit question marks to find secrets.



This rock starts to roll as soon as you appear in this level. The rock itself can't hurt you, but it can push you into some really nasty enemies. On the other hand, if you manage to jump over it, the rock will clear a path for you, crushing all of the little mean critters that are trying to stop you from getting Mario back home.

If you jump up on this box and then pull down on your controller quickly, Yoshi will fly head-down onto it. The box will explode leaving its valuable contents free to jump around the screen for you to collect.



## Level 1-2



Yoshi goes through all sorts of problems to complete his mission. In this part, he gets changed into a helicopter! You have to find this icon before time runs out.



Your mission is to make sure baby Mario gets home where he belongs. If you get hit, Mario floats off of you and you must catch him before time runs out. The circle of stars in the picture above gives you an additional 20 seconds.



# YOSHI'S ISLAND 2

## SUPER MARIO WORLD 2

# ISLAND

## MARIO IS BACK!

**EGM** has learned that Nintendo is moving its marketing plan around to accommodate this surprise game. Contrary to what the other guys have said about this game being canceled ... it's not! Mark your calendar—the game will be on sale October 2! Why? Because that's Mario's 10th anniversary.

Here's the story line: A stork is attempting to deliver a baby to its parents in the Mushroom Kingdom when a magician from the Koopa Kingdom decides to intervene. He steals the baby, but doesn't know that the stork was carrying twins. One baby falls to Earth and lands on Yoshi's Island. Yoshi finds the infant and sets out to deliver baby Mario to his parents (a prequel?).

What's hot about this cart: 16 megs of memory, the new Super FX2 chip, vertical, horizontal and diagonal scrolling, multiple foregrounds and backgrounds, scaling, rotating and zooming!



Here is where you will find the door to one of the many secrets in this game. The key to the door can be found floating around tied to a balloon. Hit the balloon with an egg to knock it out of the sky.

# Level 2

## Level 2-1



There is a secret door you have to go in to find the key you need later in the game. After you find what you need in the room, jump on the arrow. It will bounce you up, so you can get on with the rest of the level.

These are only some of the enemies you can't swallow.

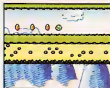


In this part of the level, the stones fall from the sky to build the landscape. Try to collect all the coins.

In the room, there are spikes that will kill you on contact. There is also this goofy-looking dog-thing—jump on its back to get the key.



The colorful and playful graphics really shine through in this level.



## Level 2-2



If you shoot your egg at one of the big arrows, it will go launching around the level at very high speeds collecting lots of coins and mabe even a few other things on its way.

Try to gather plenty of eggs so you always have ammunition when you need it.



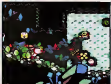
Climb the vine to go on to new parts of the level. All the things you love about Mario are here!

## Level 2-3

This level is mostly underground. There are walls your eggs will make holes through. Don't use them all up or you will have to go back to find some more.



Watermelons can also be found on this level. If you put them in your mouth, Yoshi turns into a seed-spitting machine.



## BOSS!

It's a big plant Boss! The wizard was at it again and created this huge ghost/plant-thing. The only way to beat him is to push him over the edge to make his pot break. The only problem is that his little cohorts will do their best to push him the other way. Deal with them first, then you won't have any problems.



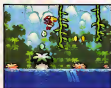
# Level 3

## Level 3-1

Target the question marks and shoot them to let out the secret stuff hidden inside.



There are little monkeys all over these levels. They don't do much but they are a little hard to catch.



You have to time your jumps in this area.

These innocent-looking monkeys will throw stuff at you from the trees so be on the lookout. Yoshi's double jump really helps when you are trying to navigate these maneuvers. Always try to collect all of the flowers so that you can play the bonus game at the end of the level.

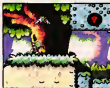


Some of the natives of this level have shields as well as spears. The shields make them impervious to frontal attacks, so you have to get them from behind. This level takes a while because you can't just run through it.



## Level 3-2

All through this stage, there are little natives with spears who make it really hard to jump over them.



When you get hit, you only have a certain number of seconds to catch him.



## Level 3-3

The big water monster you see in the picture below follows you all over this level! You have to hit him with eggs so that he will go back in the water just long enough for you to get by.



The only way to tell if this guy is around is to look for his eyebrows that stick out of the water.



## BOSS!

You've been stomping on these plants all over the place, but of course the wizard has given this one a slight advantage. Throwing eggs at him is the way to go, but be careful—he's really quick.





# EGM BRINGS YOU ALL THE SECRETS AND STRATEGIES FROM LUCASARTS' LATEST MASTERPIECE!

# FULL THROTTLE



LucasArts is known for creating adventure games that are not only tricky, but also highly addictive! Full Throttle definitely meets both of those requirements and then some! Right from the beginning of the game, I was drawn to the complex plot that thickened with every move. I knew I was going to be in for a long night of motorcycles, mayhem and murder! Sure enough, 16 hours later I found myself rubbing my weary eyes, but still wanting to get more action. Throughout the game there are many unanswered questions like, "Who's trying to kill me?" "Why would somebody want to frame me for a murder that I didn't commit?" and most important of all, "Who took the keys to my bike?" All these questions and more will be answered in the next few pages. So grab your leather jacket, you're headed for one heck of an adventure!

**WARNING: THESE TIPS AND SECRETS MAY LOWER YOUR BLOOD PRESSURE BUT ALSO TAKE SOME FUN OUT OF THE GAME. READ AT YOUR OWN RISK!**

The game starts in the backlot of the Kickstand bar. Once you find your way out of the dumpster, you realize the keys to your bike are missing.



With only one person around, the bartender seems like a prime suspect. He may look tough, but he can easily be persuaded. Once you're rolling down the big road, you'll meet up with your first real problem. Use your fist to send him for a ride in the ditch!

After some fancy riding, you realize somebody would rather see you six feet under. After the crash, you come to at Mo's Shop. Before leaving to find the torch, fuel and front forks. Grab the gas can and hose. Trust me you'll need them!



After leaving Mo's, your first



stop should be Todd's trailer. Knock to get his attention, then kick the door into his face and you should not have to deal with him for the rest of the game. There are two items you need to grab in the trailer, the lock pick in the cupboard to the left and the piece of meat out of the fridge. When you're done, use the secret elevator to sneak into the basement and grab the welding torch.



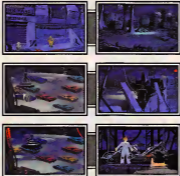
Time to get some fuel! Head to the tower! Use the pick to snap the lock. Grab the lock and head inside the fence. Touch the ladder—when the alarm goes off, run and hide in the top left corner until the cops land. When they head up the ladder, use the can and hose to siphon the gas out of their ride. Pretty sneaky!

## SYSTEM REQUIREMENTS (MINIMUM)

Computer: IBM & 100% Compatible  
Operating System: Microsoft 5.0  
CPU: 486 DX 33  
CD ROM Drive: Double Speed  
Memory: 1MB of Ram  
Sound Cards: Sound Blaster, SBPRO, SB16, Ave 32, Pro Audio Spectrum, Ensoniq, Soundscaps, Gravis UltraSound  
Video Card: 256 Color VGA  
Input: Keyboard, Mouse, joystick



The junkyard is a great place to look for a set of forks for the bike. In order to climb the chain and get over the wall, you have to lock the latch on the garage door. When you make it inside, you have to find a way to reach the parts pile without getting your leg ripped off by Todd's dog. Use the piece of meat to lure the rabid beast into one of the junkers, then use the crane to grab the car and ... let's just say you can leave him hanging. With the new parts, Mo should have no problem putting your bad self back on the road!



As you head out of town, you discover that the aerial units will stop at nothing to capture you. For a quick diversion, head back to the fuel tower and set off the alarm once more. When you finally get back on the road, you meet up with the rest of your gang. It's bad enough you're about to witness the murder of an innocent man, but you're also going to be blamed for it!



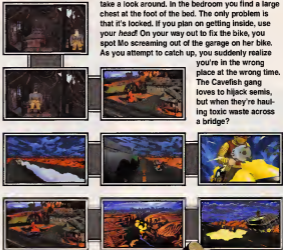
With a major roadblock to the east, the only way out is back toward the Kickstand bar and grill. As you pull up, you can't help but notice the big rig parked outside. I wonder how you can get the driver to give you a lift? Head to the back of the bar by the dumpster, where you will be able to get a hold of some fake IDs. Give them to the driver and you should have no problem making it across the roadblock. The problem you will have is figuring out where your going to get a

The truck driver is playing a game at the bar. If you keep asking him, maybe he'll let you try it.



When you arrive at the milk farm, it would be a good idea to head inside and take a look around. In the bedroom you find a large chest at the foot of the bed. The only problem is that it's locked. If you plan on getting inside, use your head! On your way out to fix the bike, you spot Mo screaming out of the garage on her bike. As you attempt to catch up, you suddenly realize

you're in the wrong place at the wrong time. The Cavefish gang loves to hijack semis, but when they're hauling toxic waste across a bridge?



hold of a fuel line for your bike—it seems the driver of the truck needed yours more than you did. Snake!

## INFORMATION STATION

### FULL THROTTLE

SYSTEM	IBM PC CD-ROM
CATEGORY	ADVEN./PUZZLE
DEVELOPER	LUCASARTS
PUBLISHER	LUCASARTS
AVAILABLE	NOW





When you stop to check out the scene of the accident, the first thing you should do is grab a handful of the toxic waste that's on the ground. It just might come in handy later. Remember the item you used to break into the chest at the mink ranch? I would try using that on the unbalanced and unsturdy trailer. When you've completed making the trap, head back to the mink ranch and use yourself as bait to lure the goons into the toxic spill for some really good laughs. These guys need some serious driving lessons!

After the goons hit the ditch, drive down to the dead end, turn around and see if there's anything you can salvage off of the car. If you have access to a crowbar, there's probably a good chance at stealing a single hovercraft unit, which would greatly increase your chances of jumping the gorge if you ever have to in the future. Afterward, cruise for a while until you see the turn-off for the mine road. The first person you run into will be Father Torque. Follow any advice that he gives you.



It won't take you very long to figure out that there aren't too many people on the mine road that want to be your friend, especially the Cavefish gang! Battle the different bikers until you get some of the more powerful weapons. When you knock out enough riders in order to get the chainsaw, then you can go for the dude with the 2 x 4. That's the only weapon that will do any damage to the Cavefish. Once you are able to take out one of the blind riders, grab his infrared goggles and head for their secret hideout.



Once you make your way inside the hideout of the Cavefish, your only goal is to make it out with the ramp. The trick is: Pick up the ramp, hook it up to your bike, drive to the entrance of the cave and stop. Take the ramp off and push it backward. This way when the gang comes screaming out of the hideout, they will never be able to take the corner. Serious high-speed crash and burn off the cliff!



Once you make sure you have all the items you need to cross the gorge, head back down to the mink farm, bust a U-turn and get ready for the biggest jump of your life. As you make your way to the Corley Motors building, the sun goes down, along with the chances of clearing yourself on the charge of murder!



When you get to Corley Motors, the first place you should investigate is the stadium. When Horrace turns around, move quickly and grab the bunny off the floor. Ride over to the field where the Vultures' hideout is and let the bunny go in the minefield. When the smoke clears, grab the battery on the ground.

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You've never  
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Role-Playing Game  
like this! • Shortly after

the government tries to cover up a sudden  
outbreak of criminal  
behavior all over the  
world, a "horrific meteor  
shower" and hordes of  
reeking, belching mon-  
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*The monsters aren't the only ones who  
can rest. Maybe one of your friends  
baked off some bad or*

Guide loaded with info about where  
the best grub is, who to  
hang with, and what you  
need to avoid. Keep it



nearby though, because  
the lowdown on all those heinous monsters will  
come in quite handy. If they get too close, open a  
window fast, because some of 'em are more than  
ripe. • But the adventure  
doesn't start until you do.  
Grab some air freshener  
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*Sell out your allowance for a burger  
or slice of pepperoni pizza when  
you need a boost of energy*



**Nintendo®**

After you grab the battery, head back over to the stadium. Throw the battery in the RC car and drive it to the back of the stadium, where the one-way turnstiles are. This will give you enough time to snag the whole box of bunnies without Horrace throwing a fit. Take the bunnies back to the minefield and let them go one at a time. This way you can blaze a trail all the way to the hideout without losing any limbs!



When you reach the hideout, you must confront Mo with the truth about who killed her father, and also prepare for the demolition derby. To get through the derby, push the stalled car up the ramp to take care of the goons once and for all. By jumping from hood to hood through the fire, lure the car into the flames. Piece of cake!

After the race, you will need to look through the pile of bike parts in order to find the right code to input into the safe in Corley's office. After you get the code, head to the back of the plant where there is a secret entrance to the building. You will need to kick the wall in a precise location in order to reveal the secret entrance.



When you get to Corley's office, the safe is right in front of the desk. The combination to open it is 154492. After gaining access to the safe, make sure you grab both the will and the key card! Head into the next room. There are three doorways. Use the keycard to get into the film room. There are two levers on the projector. Move the lever closest to you all the way up, and the lever toward the back wall should be moved all the way down. After the film is destroyed, quickly head into the other room so you can put the will on the reel to reel and project the incriminating photographs on the screen. Once the crowd figures out that Corley's sidekick Ripburger is actually the killer, be careful—he's armed, dangerous and on the run!



As you roll down the highway thinking about how easy it is going to be to catch this scum, put him behind bars or have your way with him, you are suddenly struck by a vehicle that is definitely no match for anything with two wheels. The massive bumper on the semi seems to grab hold of your bike with its menacing front teeth in

a grip that seems like it will never let go! You have one chance of surviving with little time left. Remember, you're headed straight for the gorge. There are two compartments on the front of the rig: a panel and the grill. First, swing open the grill. Next, go for the panel, but be careful when you do. Ripburger tries to attack you with his cane. When he does, grab the cane and stick it directly into the fanbelt. This will give you just enough time to sneak from the front of the truck to the back. When you get behind the madman you'll need to work fast. Grab the crowbar and pry loose the hose on the right side of the truck. This will disable the truck, but that doesn't mean game's over yet! You didn't think I was going to do all the work for you, did you? Now you have to figure out what you're going to do with a plane that's speeding out of control toward the edge of a cliff! Best of luck; you only have a couple of seconds! Better think fast! I know you will.



**EDITOR'S RATING 8.5**

The game was nonstop fun! I was very pleased with both the graphics and the sound. The only noticeable drawbacks were that the puzzles could have been a little more challenging and the game could have been longer.

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# ARCADE ACTION

# HOT AT THE ARCADE

## FACT-FILE

### Cyber Cycles By NAMCO

**CPU:**

Not available at press time.

**Sound:**

Not available at press time.

**Multiplayer Mode:**

1-4 players

**Save Options:**

Not available at press time.

**Other Notes:**

Varies other than the four-player all-down are not known at this time.

**Release Date:**

Not available at press time.

Well, it had to be done sooner or later! Namco has combined the polygon/texture-mapping technology of such games as Tekken and Ridge Racer with a multiplayer, motorcycle racing game (a la Suzuka 8 Hours) to come up with Cyber Cycles. Head-to-head racing hardly gets more realistic. You can go it alone if you like, but it's much more fun to get some friends in on the action.

Each racer is distinguished by one of four distinct colors, so there is no question as to whom you are giving a friendly nudge at 180 mph. There is no word yet as to whether there will be a choice of bikes (that would be nice), but there is certain to be several tracks to race through. You'll need to keep ahead of the pack to keep racing; a good time will give you extended play.

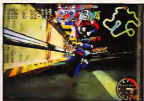
If you're a racing fan, this is one not to be missed. Bring your friends to the arcade and enjoy the latest in simulated speed!

—Jason Morgan

# Cyber Cycles



Namco really pulled out all the stops as far as graphics are concerned! The texture-mapped roadside scenes in Cyber Cycles are similar to the kind used in the hit Ridge Racer. The virtual reality-like cycles respond to the movements of the player. As you lean to the right or the left on your cycle, your on-screen counterpart will weave through obstacles and burn through turns. Blow your feeble competition away!





# STUDIO

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# ARCADE ACTION

# WORLD HEROES PERFECT

## FACT-FILE

### World Heroes Perfect By SNK/ADK

**CPU:**  
Neo-Geo  
**Sound:**  
Dolby Surround Sound.  
**Multiplayer Mode:**  
1-2 players  
**Save Options:**  
None

**Other Notes:**  
Eight levels of difficulty

**Release Date:**  
Should be at an arcade near you

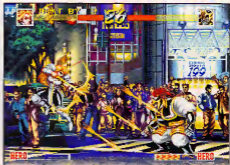
On the heels of Fatal Fury 3 and Savage Reign comes another fighting game for the Neo-Geo. World Heroes Perfect is the latest in the World Heroes series, and it has some important new features that really make a difference. Although there aren't any new characters to choose from, you will face some Bosses from past WH games.

Speaking of new features, the one that is most apparent is the addition of a Power-up Meter, which starts to fill every time you hit an opponent. Once it is full, you have two options: You can execute one of your special moves (if it is one that takes advantage of your power gauge it will do extra damage) or if your life bar is more than half empty, you can execute your Crazy Death Blow, which is similar to a Fatal move (a la Fatal Fury 2 and 3), but much more impressive.

Along with impressive new backgrounds, each character has an ABC move, a projectile destruction move and defensive attacks. All in all, it's an impressive sequel!

—Jason Morgan

The Crazy Death Blow can only be done with a full Power Meter and a flashing Life Bar. Right, Janne is doing her Angel Arrow, which is sure to defeat J. Carn if he doesn't block it. Janne will have to charge up her meter after this move.



Many of the special moves have been redrawn. Captain Kidd's Pirate Ship (upper left) is brighter and more streamlined. Also, a few new moves have been added, such as Rasputin's Thunder Ball (lower right).



World Heroes Perfect retains the excellent playability of World Heroes Two Jet and adds some nice features. The Crazy Death Blows are impressive to watch as well as easy to execute. The three strongest characters from the previous game (Ryofu, Captain Kidd and Jack) have all been weakened, allowing for a greater overall balance.







# ARCADE ACTION

# STREET FIGHTER ALPHA

## PART 1

### FACT-FILE Street Fighter Alpha By Capcom

**CPU:**  
Not available at press time.  
**Sound:**  
Not available at press time.  
**Multiplayer Mode:**  
Yes  
**Save Options:**  
No

**Other Notes:**  
Only 10 selectable characters.

**Release Date:**  
Late August/Early September

This *EGM* editor has had enough of Street Fighter II and its infinite number of clones. However, Street Fighter Alpha kicks butt! The graphics have been changed and improved, new moves have been added with the X-Men-type 3 level super bar as well as new characters. The best part is some characters are from the first Street Fighter. We now know the fates of Adon, Birdie and Guile's friend Charlie (even though he was not in SF). Another very important addition to the game are Alpha Counters that act as combo breakers. The only thing I don't like about the game is that Charlie is exactly like Guile. As well, Ken and Ryu are still kickin'. (I know it wouldn't be an SF game without them, but come on, people have had 10 years to learn them!) Other than that, it's an A+ —Mark Hain

## The Cast of Characters



**NAME: ADON**  
**NATIVE REGION:**  
THAILAND

*Hot after his performance in the first Street Fighter Tournament, Adon decides it's time to face his master and teacher, Sagat.*



**NAME: GUY**  
**NATIVE REGION: JAPAN**  
*After defeating Sodom and his minions, Guy decides to show how much better he is than anyone else at the second Street Fighter Tournament.*



**NAME: KEN**  
**NATIVE REGION: USA EAST**  
*Tired of being behind the shadow of his "brother" Ryu, Ken decides to prove himself by defeating all and finally facing Ryu himself in open combat.*



**NAME: SAGAT**  
**NATIVE REGION:**  
THAILAND

*After being scarred in the first tournament, Sagat sets out to reclaim his title and finally seek revenge from the sickeningly brave Ryu.*



**NAME: SODOM**  
**NATIVE REGION:**  
USA WEST  
*He was humiliated by Guy and his gang, so Sodom uses his remaining wealth and power to gain entry into this tournament for a second chance at Guy.*



**NAME: M. BISON**  
**NATIVE REGION:**  
THAILAND  
*Bored with the world domination bit and fascinated by the now famous fighter Ryu, Bison joins the tournament to prove his superiority.*

## All-New Cinemas!



## Combo Meter



Most of the super moves in SFA are double fireball or double hurricane kick moves. Level Two or Three moves are usually done by doing the moves and using more than one button.

## Major Bison



Bison is back as a Boss, yet not against everyone. Part of what makes SFA different is that you fight a different Boss depending on who you play as. Bison is more powerful (one of the few inconsistencies with the story line since they all lose powers in Street



Fighter II) as he has a teleport, a fireball and he looks a bit more buff as well! These powers come straight out of the anime, as do many of the voices in the game and what they say. Bison is pretty tough but he's not impossible. Any good Guile player will be able to find the right combo to beat him.

## Alpha Counters



Alpha Counters are the best new additions to the game. All are done with an HCT after blocking a hit of any kind, and a punch or kick depending on who you play.

KEN

"Now you see  
the difference  
between us!"

Hadoken (Fireball)  
D, DF, F + Punch

Frotch Dragon  
F, D, DF, F, D, DF + PUNCH

Dragon Punch  
F, D, DF + Punch

Super Dragon  
D, DF, F, D, DF, F + Punch

Hurricane Kick  
B, DB, B + Kick

Still good  
enough to b  
you.

**"Don't worry,  
everyone loses  
to me."**

# GUY



**Bushin (Air Suplex)**  
D, DF, F + Punch + Punch

**Bushin (Hurricane Kick)**  
D, DB, B + Kick

**Dash Kick**  
D, DF, F + Kick + Kick

**Super Dash Kick**  
D, DF, F, D, DF, F + Kick

**Super Air Punch**  
D, DF, F, D, DF, F + Punch

**Super Dash Kick (Level 3)**  
Level 3 Super Dash Kick (Level 3)  
Level 3 Super Dash Kick (Level 3)



...er... sorry?  
Haven't you  
been here?

# SODOME

**"Not bad,  
maybe you  
should work  
for me."**



**Jisoku Scrape**  
D, DF, F + Punch

**Butsuetsu Buster**  
Full Circle + Punch

**Dankyo Burning**  
Full Circle + Kick

**Super Jisoku Scrape**  
D, DF, F, D, DF, F + Punch

**Super Soa Slash**  
Charge + Full Circle + Punch

# ADON

*"Don't worry. It's all over"*



**Jaguar Kick**  
B, D, DB + Kick



**Jaguar Tooth**  
F, DF, D, DB, B + Kick



**Rising Jaguar**  
D, DF, F, FD, U + Kick



Now I have  
surpassed you



**Super Jaguar**  
F, D, DB, B, D, DB + Kick



**Super Jaguar Tooth**  
F, DF, D, DB, B, D, DF, D, DB, B + Kick



**Super Dashing Punch**  
D, DF, F, D, D, F + Punch

# SAGAT

*"Accept your weakness. Never return here."*



**Tiger Shot**  
D, DF, F + Punch



**Tiger Knee**  
F, D, DF



**Tiger Blow**  
F, D, DF + Punch




**Super Tiger Shot**  
D, DF, F, D, DF, F + Punch




**Super Kick Attack**  
D, DF, F, D, DF, F + Kick



**Tiger Genocide**  
F, D, DF, F, D, DF + Punch



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# INTERNATIONAL OUTLOOK



## WORLD NET

### 15 GAMES PREVIEWED!!!

## INTERNATIONAL NEWS

And a "how do ya do" to you, my good neighbors! Well, to get the panda rolling, it's the highly acclaimed 1995 Tokyo Toy Show. But hear it from me, there weren't that many surprises to see (shockingly most were on the aging Super Famicom!) I tell you, it was quite a shock to see Final Fight 3, Rockman (Mega Man) X3 and Mickey Mouse 3 being prepped. Capcom can at least count to three for those games, but subtract one from SF2!?! Oh well! Sony was absent from the entire thing, but their third parties kept up the pace. Also, Sega had lots to show, like Clockwork Knight 2 and a new anime basketball game. SNK had more fighting games and (huck!) a shooter! Oh well, I bid ye farewell until next time.

By Sam-Rye  
Edited By Mike Vallus

### EGM unveils the M2!

That's right, **EGM** snuck in and flipped the sheet covering the highly anticipated 3DO M2 unit! Stay tuned!



## 1995 Tokyo Toy Show

One of the most highly acclaimed shows in Japan is the Tokyo Toy Show. It houses tons of video game companies and even more toy manufacturers (mostly spitting out U-man figs or the highly popular Gamera toys) that you can shake a pair of chopsticks at! Check out the highlights here and look for more in the next **EGM!**



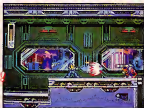
SUPER FAMICOM

## Super Famicom

Dominating the remaining 16-Bit market was Capcom, heading in a big way to sequel city! Final Fight 3 was unveiled, bringing back the stars of FF Guy, and also adding a new character called Maureen. Also shown was Rockman X3 (still using the C4 chip) and Mickey Mouse 3 that has player two starring as Donald Duck!



Capcom reintroduces the fantastic street-brawler to the scores of SF owners.



Rockman X3 is on its way, as well as Mickey Mouse 3 also starring Donald!







## Sony PlayStation

PlayStation

Though Sony wasn't at the show, the PSX third-party licensees had quite a few titles to show off at the Tokyo Toy Show. First was once again Capcom, showing off the update for DS, as well as SF2 the Movie (both

digitized and the anime FMV game). Taito had a number of titles in their booth too, including a hyper cool-looking racer called RayTracers, and a shooter similar to Total Eclipse called Zeitgeist. Things look good on the PSX front.



Darkstalkers was shown for the PSX, and it's lookin' real good!



Taito unveiled RayTracers, a polygon racer similar to RR.



Also by Taito was Zeitgeist, a super cool 3-D shooter!



## Sega Saturn

Sega and their third-party licensees had plenty to show at the TTS, but not a whole lot was new. We did get to see Hat Trick Hero by Taito, which should be stiff competition for some 32-bit soccer games coming out. Also by Taito was Darius Gaiden (Darius 3 in the U.S.) and RayForce (may be renamed Layer Section). Capcom had X-Men, as well as Digitized SF2 and Anime Movie SF2. Time Warner had VR Deluxe and Race Drivin'. Lastly, Sega themselves had Clockwork Knight 2 and a 3-D anime basketball game.



Sega displayed the Virtua Cop gun for the Saturn.



Taito showed Darius Gaiden (above), Hat Trick Hero (right) and Layer Section (formerly Rayforce)



In addition to showing VR Deluxe, TWI had Race Drivin' up and runnin'.



X-Men looked just as hot as its coin-op counterpart! Bring it on!



## SNK Neo-Geo

Buzzing about the SNK booth was Kabuki Fighting Lore, the fighting game sequel to the PC Engine Maru, Maru 2 and Fuun Kabuki series. Also announced on the Coming Soon list was KOF '95, but for now all we have is a logo. What's this?! A new shooter for the Neo-Geo?! Yup, Pulstar will refill your shooter desires with tons of baddies to blast!



Kabuki Fighting Lore (Left) and Pulstar (right).

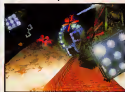


## 3DO

Though very little was shown for 3DO (highlights being SF2 the Anime Movie and Pyramid Intruder by Taito [pictured below]). Check out the previous page for EGM's sneak peek at the M2!



Check out the previous page for EGM's sneak peek at the M2!



SEGA SATURN

**PLAYER'S NOTES:**

**FIRST IMPRESSION**

Lots of pretty music and back-grounders almost give a sort of "child's dreamland" feel to it

**BEST FEATURE**

Either the fact that Astal is monstrously strong or that a friend can join in the battle as Astal's sidekick bird.

**WHAT'S MISSING**

Well, the levels are pretty short in comparison to other platform games. Also, even though the graphics are spectacular, the enemies are too few in both number and in kind. Overall (apart from the Bosses) there are only about five or so types of enemies in the levels to fight against.

**WILL YOU LIKE IT?**

Admittedly, the graphics are exceptional looking—with shifting colored backgrounds and the whole Crystalline-style layout is cool. Apart from a few one-hit wonder levels, this game isn't that difficult to beat. It's a neat trip, but stops short on play a bit. —Mike Valles

**FACT-FILE**

**THEME**

Action

**DIFFICULTY**

Easy

**TIME TO COMPLETE**

Short

**MEG SIZE**

CD-ROM

**BATTERY BACK-UP**

None

**# OF PLAYERS**

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**% COMPLETE**

100%

**DEVELOPED BY:**

Sega of Japan

**PUBLISHED BY**

Sega of Japan

Guess what, another dear damsel is in distress, and you have to save

her! But this isn't any ordinary run 'n' jump. For you are Astal, a weird monkey-like thing that has the strength of Superman! You can pound on the ground to stun enemies, blow a fierce gale across the screen to send enemies reeling and even lift up objects that are

twice the size of the screen! Plus, you even get a handy sidekick.

After rescuing a little bird in the first level, he gratefully helps you out with special attacks/abilities. Or, you can have a friend join in to control the bird to beat up the baddies for you. It's run and jump with tons of muscle!

**POW! POW! POW! ON ASTAL!**

*Thundering Smash!*



Jump up and simply whip your fists down for a big smack!



*Mega Blowing!*



Blow across the screen to send enemies reeling!



Leap on creature heads to get to higher locations.



*Massive Starburst!*

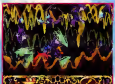
You can grab and throw huge objects, like this tree.



The Super Throw sends enemies flying quite a distance!

*Give them the Bird!*

Player two can play as Astal's newfound friend. Or P1 can use him for specials.



The bird can divide into a billion fragments to attack.



You can also send this avian to fetch you food and 1-Ups!



If there's a second player, you can have him do special tasks.

# LOOK WHAT'S LANDED ON SATURN!



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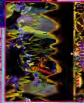
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## Stage 1-1: The Caves

Here you will find your avian friend being harassed by crystal goons. Head to the caves, where swarms of Eye-Bats will swoop down to attack you!



This giant Eye-Bat sends smaller bats at you!



Scaled out, this plant drops seedlings that shoot spikes!



## Stage 2: Swamps

The crystal swamps are beautiful (check out the map below) but also hold many dangers! The second part has you floating on the back of a strange reptile thing.



## Stage 3: Volcanoes

This is a volcanic stage with many fire-borne enemies. Put out the flames with your big blow bullseye, you strike them, also, with the laser shoulder for protection.



This not fellia rotates his head for a flame fan!



This queer Ram attacks with swinging tontacle horns!



## Stage 4: Ziggurat

This truly trippin' stage has floating crystals that you need to jump on to get across. Watch out for the cloud layer below. If you fall, it's instant death for you!



# THE TIME HAS COME!



Cartoon and Adventure fans wait no longer. The time has come to once again arm yourself for battle. The fabled Camelot Castle is under siege and the real King Arthur has been captured. You must help Merlin free King Arthur and save Camelot Castle before all is lost! The evil Sorceress Morgana has other plans and will stop at nothing to see them through. Oh, and by the way...you've got to find a way to get back to the 20th Century!



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# NEXT WAVE

# MOST WANTED FIGHTER

## The Cybster is busy

with other things at the moment. While the Cyberboy engages in other activities, Scooter has taken the reins of this most loquacious section in hopes of bringing you the Next Wave of the latest and greatest games.

It looks like Sales Curve Interactive is aiming for some big waws with several impressive SCI-rendered games for both the PlayStation and Sega Saturn. Among these are Kingdom O' Magic, a thrilling fantasy and an awesome-looking action title, XS: Shield Up—Fight Back.

Spider-Man: Web of Fire and Kolibri breathe some life into the 32X's software library, as Sega also endeavors to please with a Sega CD version of The Adventurers of Batman & Robin.

With this little preview in mind, indulge yourself in the Next Wave of hot video game entertainment. It's better than a roller-coaster ride!

## Konami's New Project: Overkill

Here's a game to keep an eye on! Konami plans to bring those of you who invest in a PlayStation a new action title, Project: Overkill. Exact details are, as of yet, rather sketchy. Despite the lack of tangible facts on this game, I was impressed by the visuals alone. Gory and graphic, this game pulls no punches in terms of violence. Ample amounts of fire, power and blood decorate the impressive previews.



Death, carnage, large weaponry. What more could you ask for?

## Capcom

### X-Men: Children of the Atom

PlayStation

Fighting

Once again Capcom churns out another fighting game. However, this time it's not Ryu or Ken but popular characters from the X-Men comic books!

The popular coin-op is headed in your direction—that is, if you plan on getting a PlayStation or Sega Saturn. Large graphics, large stages and even larger fights made this game a popular coin-muncher at the local arcade. Those same attributes should be translated faithfully to the home versions with the exception, of course, of the coin-munching.

As with all other Capcom fighting games, you can expect superior graphics and catchy, yet loose, game play. One new aspect Capcom added includes a larger arena, allowing players to battle high up. Players can now block in the air as well. These features add another dimension to the already intense game play. New combos and techniques await those who try to find them.

Several major Marvel characters decorate the Character Select Screen, including the popular Magneto and a special Sentinel unlike any seen in the comic books! Game play should be similar to its arcade counterpart, using a refurbished version of a decaying Street Fighter engine. Special moves are large and abundant, identical to those exhibited in the arcades.

Don't misunderstand; the game is great, and the super moves are excellent. If you're a fan of the popular X-Men comics productions or a fan of good fighting games with large, in-your-face graphics, this game should prove to be on top of your want list. X-Men: Children of the Atom looks like a winner.



All the characters and moves are here with great attention to detail.



Loved the arcade? Get ready for the awesome home versions.



Yep, the special moves still take up about half the screen.



Psylocke, Cyclops and many other characters translate perfectly.



# NEXT WAVE

## Sales Curve Interactive

### XS: Shields Up—Fight Back

PlayStation/Saturn

Action

All I can say is, "Wow!" Cyberbay and I looked at the preview of this game with our jaws on the floor. It looks like a wonderfully rendered action/fighting game. Keep an eye peeled for a somewhat different, unique set of ideas in this upcoming action-esque title.



Wow! Some of these SGL, FMV scenes are absolutely astounding.



Here's a shot of the actual game with very impressive graphics.



You just have to see some of the characters to believe 'em.

## PlayStation—DarkStalkers!

It's an excellent translation of the arcade coin-op! Perhaps a few little aspects could be tweaked. The people at Capcom assured us all will be well with the final release, and I don't doubt them.

Based on classic late-night horror movie characters and using a revamped SF engine, this game was surprisingly a sleeper at the arcades.



All of the game play for this sleeper coin-up comes to the PlayStation.

He's **SPRING**  
He's **FAST**



HE CAN **SAVE** THE WORLD

# NEXT WAVE

## Corporate Wars Erupt!

That's right, control your very own corporate war on the PlayStation! *Syndicate: Corporate Wars* will be creeping onto your game list soon.

Using the enhanced technology of this modern games system, *Syndicate* gets a whole new, much more detailed, look. Everyone in the office was impressed by the sight of this one, including myself.

Avid *Syndicate* fans should experience loss of bladder control once they get a look at the excellent enhancements and additions. Graphics are astounding, and the sound is acceptable. Keep an eye peeled for this one. It is sure to be an impressive game for those who pick it up.



Wow! *Syndicate* gets a whole new look on the PlayStation.

## Way Beyond Tolerance

Yes, Genesis users will be pleased to know that Accolade was nice enough to release another installment of the *Dooms*-like game; *Zero Tolerance*. In *Beyond Zero Tolerance*, you reuse weaponry and proceed to roam the 3-D maps gassing those nasties who are unfortunate enough to cross your path.

Apparently, the aliens have been bad nasties, as your new mission involves a genocidal (not to mention suicidal) mission to eradicate all life on their homeworld.

Reminds me of *Aliens*. Anyway, much is to be expected of this cart, as I hear the graphics got some boosts. After reviewing the original version of this game, I look forward to seeing the sequel.

Capcom

## D&D: Tower of Doom

PlayStation/Saturn Fantasy/RPG

Once again, *Dungeons and Dragons* transcends the limits of dice and paper in this latest of many game conversions.

Unlike SSI's endless list of computer titles under the same header, this game seems to present perhaps a different approach to interpreting the gaming system.

At first glance, *Golden Axe* rings in your mind as a possibility. Rest assured, this is a *Dungeons and Dragons* game. It remains to be seen how much role-playing there is, as opposed to flat beat-you-up action.



The graphics look great. Let's hope the game is something worthwhile.



If I didn't know better, I would say this was a *Golden Axe* game.



We have nothing but good things to expect from this title.

Sega

## Adventures of Batman & Robin

Sega CD Action

Join the Caped Crusader and his rusty ... ah, trusty sidekick Robin. Bound across the endless levels of nasty action, thwarting baddies like the Joker and Catwoman.

Classic Batman scenery and excellent animated quality bring this game some distinguishing features over the many other incarnations of the cartoon-based series of *Batman* games.

Now translated to a CD-ROM format, we should sit back and expect to be impressed. Perhaps some animated cartoon sequences? Let's wait and see.



High-speed action awaits you in the adventures of *Batman & Robin*.

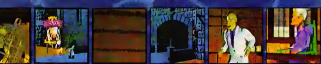


Each stage has a signature motif related to one of the crime Bosses.



Cartoon sequences interwoven with the action? We'll see.





# NEXT WAVE

Sales Curve Interactive

## Kingdom O' Magic

PlayStation/Saturn

ACTION

This wacky rendered adventure looks like a refreshing attempt to rehash a dying genre of fantasy adventures.

Unlike FF3 or Secret of Mana, this is a fantasy-type game with a humorous twist.

Keep an eye out for some surprises from SCI on this one.



Old ladies watching waves of football-playing ogres? Huh...



Full of scenic backgrounds, this title promises a good time for all.



Wacky action, combined with a fantasy backdrop, is unique here.

## Let's Go To DiscWorld

Reminding me of the Roger Wilco/Space Quest series of games for the PC, this PlayStation title is one of those goofy adventure/fantasy games ensuring loads of laughs and hours of enjoyment.

Other than the good things about this one (from my observations, this looks like a very good fantasy/adventure title). Be sure to thank Psygnosis for this one.



Oops. Gotta get those spulls right in DiscWorld for the PlayStation.

Yeah, right!



another hilarious character from our

fun & games dept.

There's only one Hyperman™ (Thank heaven!) on CD-ROM, and only you can help him save the world. You'll solve puzzles, outwit an evil alien, and maybe even learn some science along the way. Cool. ☼ Check out Hyperman on the Internet at <http://www.cdrom.ibm.com> To order, visit your local retailer or call 1 800 426-7235 (source code 5201).

IBM

# NEXT WAVE

## SF: The Movie On Sega Saturn

Yes, all the movies and characters are translated for the Sega Saturn. It should come as no giant surprise that Capcom is responsible for yet another translation, including this particular one. The Sega Saturn version won't leave fans of the arcade disappointed. Based on the characters appearing in the movie, SE-DM continues the Street Fighter saga, this time with scanned characters and a few different moves. It has been debated that this game would not appear on home systems. The Sega Saturn is out to flex its microchip muscle, so we have it. Translation quality is acceptable. One interesting quality I noticed was although the Sega Saturn translation



The Hadoken fireball and so much more is on the Sega Saturn.

was not exact, it seemed better than the original arcade.

Let's wait and see.

## WildC.A.T.s On The Genesis

All you comic-book geeks out there, your day has come.

Not to be outdone by the Batman and Spider-Man games coming soon, the people behind the dummies have allowed the popular WildC.A.T.s series of characters to be translated for an action-packed cart by Playmates.

You choose one of the characters from the comic-based group of heroes and combat the endless evil minions of Lord Hellsport known as Daemonsites.

From the preliminary looks of things, this game appears to fit nicely into the groove cut by other superhero action games.

Sega

## Kolibri

32X

Action/Adv.

Some very impressive landscapes cause this to stick out in my mind as one of the best 32X titles I have seen in a while. From the looks of things, we have an action game with absolutely astonishing graphics. So I see the 32X does have potential, interesting. ... It seems to have a natural, forest-like appearance to it with all meadow-looking scenes and lots of animals throughout.

Kolibri promises to deliver some visually interesting game play in an action style.



Rolling meadows and excellent sound effects make this one worth a look.



Animals, insects and yes—scorpions all make an appearance.



Lush backgrounds are one very central aspect of this game.

Capcom

## Street Fighter: Animated

PlayStation

Action

Scheduled to be available on the Sega Saturn and 3DO, this game approaches the crusty old idea of Street Fighter in a new way.

From the looks of it, we have excellently drawn images of popular Street Fighter characters interacting within a completely different breed of game engine.

Much has yet to be discovered about this particular title. It looks like we'll have to cross our arms and twiddle our thumbs until Capcom decides to chum out this latest member of the Street Fighter game family.



Ken and his wife cruise about in some animated action.



It wouldn't be a Street Fighter without some fighting involved.



Vega and Chun Li prepare to settle some differences.

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## Gargoyles In My Genesis

Disney is sure not to disappoint gamers with the translation of their popular animated television characters in the release of Gargoyles for both the Genesis and Super NES.

As is Disney style...this should appeal to a wide group of players, both young and old. Expect excellent animations and superb sound from this one.



Looks great, snarls even better—this one will be worth playing.

KOEI

## Celtic Tales

PC CD

Strategy

Ready for excellent simulation action on your PC CD-ROM system? Grab a copy of Celtic Tales for some excellent simulation and challenge. Graphics are acceptable, and the sound seems decent.

If you liked games like PowerMonger, this one's for you. I suggest picking it up.



The Main Screen allows you to observe the land as a whole at once.



Consult your panel of advisors for information on the next step.



Careful consideration must be given to each possibility before acting.

EARTH IS URTH.

MAN IS GRUB.





GTE Interactive

## FX Fighter

PC CD

Fighting

Originally scheduled for the Super NES, GTE has switched their thinking and now will bring this polygon fighter out for the PC CD-ROM platform.

From my observations of our beta copy, I would have to compare this one to Jaguar's Fight For Your Life. Take that as you will.



Excellent fighting challenges await on this PC CD-ROM translation.



Pummel your opponents in lifelike 3-D arenas.



Choose from a wide variety of characters, each 3-D modeled.

## The DarkSeed Returns

PlayStation gets one very gloomy, evil addition to their game release list. DarkSeed II promises to deliver just as much dark, twisted action and puzzle-like game play as the original.

Things got ugly in the last game, as you hid from a load of evil little nasties from using your body as a portal to enter the evil '1' and create havoc. Similar action, with some nifty plot, I'll be there soon. By CyberPirates.



It's not for a try, at any of the four PlayStation games of this type.

THE GODS ARE ANGRY.



RAGE IS HOME.



(PRIMAL RAGE, COMING TO YOUR HOUSE AUGUST 25, 1995.)

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Sega™ Game Gear™  
Super NES™  
Nintendo® Gameboy®  
PC-CD ROM



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# TRICKS OF THE TRADE

# TRICK OF THE MONTH

## ACCIDENT-PRONE TRICKMAN STRIKES AGAIN!!

Well, after a long gestation period of no accidents, Trickman Terry got into another one with his "boat" of a car. This time, it wasn't his fault (surprisingly enough)! Someone backed out of a parking space and smacked into the barge. Luckily, there was only minor damage and no one was hurt. But that doesn't mean it didn't rattle the Trickmen's brain! Now he needs help remembering all of his great tricks so he can pass them along to his loyal readers. Jar Terry's noggin by sending your goodies to:

Tricks of the Trade  
c/o Sendal Publishing Group  
1920 Highland Avenue, #222  
Lombard, IL 60148  
or send e-mail to:  
egmtricks@mes.com

If Terry is able to get his damage fixed and likes your trick, you'll get your name printed in our mag! Plus, **EGM** will also send you a FREE game for the system\* of your choice! It sure beats T-shirts or like some other mags lose out, a large variety pack of ... ZILCH! So make the top office smile and get your tips into our mailbox pronto!

**Barry K.  
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## PANZER DRAGON

System	Publisher	
Saturn	Sega	
		
<b>When the Title Screen appears, press START.</b>	<b>When these options appear on this screen, do the trick.</b>	<b>Now you will see Invincible Mode appear!</b>
<b>CHEAT SHEET:</b>	<b>Press START on the Title Screen that says, "Press Start Button." Next, when Normal Game and Options appear, press these buttons in this order: L button, L button, R button, R button, UP, DOWN, LEFT, RIGHT.</b>	
<b>Invincibility</b>	<b>The trick worked if you hear a sound like a dragon getting hit, and the words, Invincible Mode will appear above the other words. Unfortunately, you will not get the good ending if you</b>	
<b>At the Normal Game and Options Screen, press L button, L button, R button, R button, UP, DOWN, LEFT, RIGHT.</b>		
<b>INVINCIBLE TRAP</b>	<b>Even though you get hit, your energy will not decrease!</b>	
	<b>use this trick, even if you set the difficulty level on Hard.</b>	
	<b>Brian Bentley; Burnaby, BC</b>	

## SCORE BIG POINTS WITH THIS AWESOME CONTROLLER FROM STD AND EGM!



Everyone who sends in tricks to the Trickman has a chance of winning either an SNPROPAD, SGPROPAD-6, SNPROGRAM-PAD or SGPROGRAMPAD-2! We're looking for a few good tricks, and if you send us a whopper, you'll be eligible to win our TRICK OF THE MONTH sweepstakes! If you win, you'll score your name in print, the STD controller and a free game for the (allowable) system of your choice! Contests like this come, well, once a month—but you'll only find it in the pages of the Biggest and Best Video Game Mag, *Electronic Gaming Monthly!*

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## COMPUTER CODES

### DARK FORCES

(LucasArts/IBM)

These codes are for the incredible game Dark Forces for the IBM. Just begin your game and type in any of these awesome codes on the keyboard right in the middle of play:

#### CHEATS

lapostal—All weapons landed—Weapons are super charged  
laimlame—Invincibility (but you can still die by falling)  
ladata—Display coordinates  
lapogo—Height checking disabled  
lacs—Map Toggle Mode  
labug—Insect Mode  
launlock—Inventory added  
laskip—Skip current mission  
laredite—Pondering Mode  
lanthf—Teleport to start

The next set of codes will warp you to the designated level. Just type the name on the keyboard during play and you're there!

#### WARPS

lasebase—Mission 1  
latalay—Mission 2  
lasewers—Mission 3  
latestbase—Mission 4  
lagromas—Mission 5  
ladention—Mission 6  
laramshed—Mission 7  
larobotics—Mission 8  
lanarshada—Mission 9  
lababship—Mission 10  
laimpcity—Mission 11  
lafueletat—Mission 12  
laexecutor—Mission 13  
laarc—Mission 14

## SLAM 'N JAM '95

System

Publisher

3DO

Crystal Dynamics

### CHEAT SHEET:

**Shot Percentage, Small People, Big Heads, etc.**

At the Scouting Report Screen, move down to the Continue Option and put in codes for Shot Percentage, Midget Men, etc.



Begin a new game and get to the Scouting Report Screen. Go to the Continue Option and press START twice. As soon as the screen fades out, you may do any one of these tricks:  
**Shot Percentage:** Before the tipoff, hold the L button. When you shoot a basket, you'll notice the shot percentage will be displayed at the top of the screen.  
**Midget Men:** Before the tipoff, press the R button rapidly. Pause and un-pause.

**Midget Men, Big Heads:** Before the tipoff, press the L and R button rapidly until tipoff. Pause, then un-pause.  
**Midget Men and Shot Percentage:** Before the tipoff, press the L and R button rapidly until tipoff but end the combo with L button.  
Benji Adrock; Los Altos, CA



Every time you shoot, your percentage will be displayed.



For original-size heads on small guys, do the code.



After you press Continue on this screen, do the codes.



Small people can jump, too! This midget team is quick.



You can even do all the codes in one package!

## X-MEN 2: THE CLONE WARS

System

Publisher

Genesis

Sega

To do this, begin any game then press START to pause it. Now, press DOWN + C simultaneously, UP, LEFT, UP, RIGHT, RIGHT, C. You

### CHEAT SHEET:

**99 Lives**

Press START to pause and then enter DOWN+C, UP, LEFT, UP, RIGHT, RIGHT, C. Be careful when entering it. The timing is tricky!



will hear a specific sound to confirm the trick worked. Unpause the game and go on playing. When you die, you'll return to the Character Selection Screen where your 98 lives left will be displayed!  
A. J. Vance  
Memphis, TN



When you begin your game, do the trick.



Normally, you will start out with a standard eight lives.



You will be awarded 99 lives! Now beat the game!



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## PANDEMONIUM



**You have the POWER.** In this contest you don't rely on the luck-of-the-draw. You determine if you win or not. You win by outscoring others in a game of skill. Can you solve the puzzle below? Then you have what it takes. It looks simple, but it's only the start. Each of five more puzzles gets a little harder. But this time it's all up to you. Stay in to the end with the highest score and the gear is yours. With whatever options you want. Do you have what it takes? Then play to win!

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**Video Game Contest.** Play on the hi-tech cutting edge with this line-up: Super NES, Sega Genesis with CO-ROM and 32X, Panasonic 300; and Atari Jaguar. Get all four or trade the ones you don't want for CASH! Bonus options include: Sony PlayStation, 33 inch monitor, \$1,000 in games, cash, accessories and more!

**Media Rig Contest.** The Ultimate Gaming Environment, 40 inch monitor, 130 watt receiver w/ Dolby Pro Logic Surround Sound, and all components shown. Win OBS Satellite Receiver as a BONUS OPTION! This rig will blow you away!

### We're talkin' GAMING HEAVEN!

**Directions.** Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: Use the Mystery Word Clue.

**In the future.** There will be four more puzzles at \$2.00 each a day fit-breaker at \$1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 61% will have the highest score possible score to Phase I, 43% to Phase II, 39% to Phase III, and 32% to Phase IV. The fit-breaker determines the winner. If players are still tied they will each receive the grand prize they are playing for.

## Mystery Word Grid

	H				M
		E			Y
	P	O	W	E	R
		R			N
	S				Y
					W
					O
					R
					D

### WORD LIST and LETTER CODE chart

POWER ....N PRESS .....K BLAST .....A WRECK ....P  
 BREAK .....Z PUNCH .....S SPRAY .....E TURBO ....V  
 STOMP ....T STAND .....H PRESS .....C DREAM .....I  
 CRASH .....C SCORE .....R SLANT .....L CHASE .....P

#### MYSTERY WORD CLUE:

TO GRAB SOMEONE'S SKIN BETWEEN TWO FINGERS AND PRESS.

## Yes!

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- (\$3.00) Media Rig Contest
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## MIGHTY MORPHIN POWER RANGERS

System

Publisher

Sega CD

Sega

### CHEAT SHEET:

#### Skip All Fighting Sequences

At the Difficulty Selection Screen, press B, A, C, C, A, B, A. You will hear a ring sound. Press START to skip the fights!



To skip all of the fighting in this game, go to the difficulty selection screen, press B, A, C, C, A, B, A. You will hear a

ring sound. Now press START at any fighting scene and you will skip it!

**Derrick Mullins; Grand Jct, TN**



At the Difficulty Selection Screen, enter the code.



Now you can skip any fighting scene by pressing START.

## KILLER CODES

### PANZER DRAGON

(Sega/Saturn)

This rather strange code will let you see a red polygon figure instead of the normal blue character that consists of the letters that spell "SEGA." To get this, go to the Title Screen and press START. At the "Normal Game" and "Options" Screen, press these buttons in this order: UP, X, RIGHT, Y, DOWN, Z, LEFT, Y, UP, X. You will know you did it correctly when you hear a sound like the dragon getting hit. Now when you die in the game and have no more continues, the red polygon figure will drop down and form into the word, "SEGA."



### BALLZ

(Accolade/Genesis)

To access the Hyper Mode in this game, just follow this simple method. At the main menu of the game, press button A nine times. If you did the code correctly, you will hear a burp. This will confirm that the trick worked. Now choose any game and you will be playing in Hyper Mode! Try beating the game now with this amount of difficulty!

## GEX

System

Publisher

3DO

Crystal Dynamics

### CHEAT SHEET:

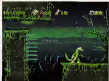
#### Get Speed Power-Up Instantly

Press P button to pause the game. Now hold the top R button and press LEFT, C, DOWN, RIGHT, UP, UP, UP, RIGHT, RIGHT, P.

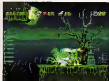


This code will give Gex the speed power-up instantly! Pause the game and then hold the top R button. While

holding this, press LEFT, C, DOWN, RIGHT, UP, UP, UP, RIGHT, RIGHT. Then unpause the game.



Hit the P button to pause. Now put in the speed code.



Instant speed is at your fingertips whenever you want.

## SPACE ACE

System

Publisher

Sega CD

ReadySoft

### CHEAT SHEET:

#### View All Scenes and Death Sequences

Press START to pause. Now press RIGHT, RIGHT, LEFT, LEFT, DOWN, DOWN, UP, UP, START. Now let the game run itself through!



Start a new game and press START to pause. Now press RIGHT, RIGHT, LEFT, LEFT, DOWN, DOWN, UP,

UP, START. Ace will go through all scenes (even the deaths) until he gets it right.

**Eric Catlin; Laurelton, NY**



Press START to pause the game at any point. Do the code.



The game will automatically play itself all the way through!



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ARMS  
AND LEGS  
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## TINY TOON ADVENTURES: WACKY SPORTS CHALLENGE

System

Publisher

Super NES

Konami

### CHEAT SHEET:

#### Play In All Events

At the Password Screen, enter the code: Babs Bunny, Montana Max, Bookworm. You will get a menu with all events!



At the Title Screen, choose the Password Option. Press START. Enter the code: Babs Bunny, Montana Max,



Go to the Password Option. Put in this code.

Bookworm. Now press button A. Choose your player. Now you can play any of the events as much as you want!



Now you can choose from any event. Try to qualify in them all!

# KILLER CODES

## XBAND

(Catapult/Genesis)

Here are some secret commands that are available on the Sega XBAND.

When the dialogue says, "Do you want to play Thrasher' again?" press UP, UP, DOWN. This will enter chat (requires both players to do so).

At the Main Six-button Screen ("Challenge"/"Player List" etc.) press UP, UP, UP, UP, RIGHT, B. This will go to Fish Pong. You will play against the computer until any button is pressed, which will end the game.



If you press UP, UP, UP, LEFT, RIGHT, LEFT, RIGHT, UP you will get to the sound test/ Configuration Screen. At the Choose Player Screen,



enter UP, DOWN, UP, UP, DOWN, LEFT, UP for Accordion Text Mode and RIGHT, LEFT, RIGHT, RIGHT, UP, RIGHT, LEFT for Earthquake Text Mode.

## RISTAR

System

Publisher

Genesis

Sega

### CHEAT SHEET:

#### Super Hard Mode

For a difficult game, enter the SUPER code.



From the Title Screen, choose Option. Next, go to the Password Screen from the Options and enter the code, SUPER. Now, press START on the word, "End." "Super Mode On" will appear. The game is more difficult! Kenneth McKnight; Baton Rouge, LA



This will make the game hard!

## VIRTUA FIGHTER

System

Publisher

Saturn

Sega

At the Press Start Title Screen, press UP 12 times and then press START. Now choose the Options. You will hear the announcer say,

"KO!" In the Options Menu, press down until you get to the Exit and then press down once more. Your high-light bar will disappear. Now press button A and you'll get to the Option+ Menu where you can select your starting stage and change the size of the ring size.

### CHEAT SHEET:

#### Change the Ring Size

At the Press Start Screen, press UP 12 times. Press START. In Options, move past the Exit, and press A.



In the Options, press down one more time, past the EXIT.



Press UP 12 times, then START. Choose Options.



Press A to get the Option+ Menu. Change the ring size!

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## KILLER CODES

### MOST WANTED TRICK

This month, we have a wonderful little rumor about the awesome platform game, Gex by Crystal Dynamics. As you saw a couple of pages back, there is a power-up code that gives Gex an automatic speed boost. The Trickman seems to think that there are many more of these instant power-ups available.

The reason is this: It has been said that there is a key for the cheat codes in this game. The key (legend) is as follows:

U for UP, D for DOWN, L for LEFT, R for RIGHT, N for North which is UP, S for South which is DOWN, W for West which is LEFT, E for East which is RIGHT, A for A button, B for B button, C for C button, P for Pause.

Here's an example of how it works. The code for the Speed power-up is really the name: LCD RUNNER. Using the key above, that code broken down into control pad commands is really LEFT, C, DOWN, RIGHT, UP, UP, UP, RIGHT, RIGHT. There should be codes for every one of Gex's power-ups. If you find any or all of these codes to be true, send them in! All tricks that are used in the magazine will be rewarded with the person's name in print, plus a free game for the allowable system of your choice! See the first trick page for details. Thanks to Rich Barrette.

## SAMURAI SHODOWN

System

Publisher

3DO

Crystal Dynamics

### CHEAT SHEET:

#### Stage Select

Lose a game, pick Resume and on that screen, press LEFT, X, DOWN, UP, RIGHT, LEFT, UP, X. You have stage select!



To initiate a Stage Select, you must first play a game and lose. Don't continue. Go back to the Menu Screen and pick Resume! When you're in this screen, press these buttons in this order: LEFT, X, DOWN, UP, RIGHT, LEFT, UP, X. Now you will have the Stage Select. To use it, highlight your player's name and use the top L or R buttons to choose your starting stage. Note: You cannot get rid of

this trick by turning off the system. You have to erase all of your saved games.

Christopher Lindeman, Philadelphia, PA



Choose the stage you want to start at with your character!

## NEED FOR SPEED

System

Publisher

3DO

Electronic Arts

### CHEAT SHEET:

#### Hear Cars' Horns

Choose a car and press X to hear its horn.



On the Main Menu Screen, highlight the car selection box and choose a car. Now, press the X (Stop) button on the pad. This will sound the car's horn. Press the top L or R button to change the car and hear different horns.

Matt Turner, Frankfort, IN



On this screen, press X.

## MORTAL KOMBAT 3

System

Publisher

Arcade

Midway

Lose a one-player game. You will be asked to enter the Ultimate Kombat Kode. To enter it, you must enter ... Player One: Press HP once,

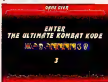
### CHEAT SHEET:

#### Play as Smoke (Version 2.0)

Lose a one-player game and then enter the Kode. From then on, you will be able to play as the hidden character, Smoke!



Block nine times, HK twice. Player Two: HP twice, LP twice, Block twice, LK four times, HK three times. You must do this code before the timer counts down to zero. If you have done it correctly, Smoke will appear and say, "From this point on ... I am at your control." You can now



When this screen appears, enter the Ultimate Kode!

play as Smoke! Moves are: Harpoon: B, B, LP Teleport and Uppercut: F, F, LK Invisibility: U, U, R Fatality: (screen length away) U, U, F, D Fatality: hold H+BL (sweep distance) D, D, F, U Friendship: (across screen) R, R, R, HK



Smoke will appear. From now on, you can play as him!

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# TEAM EGM

## TEAM EGM TALKS WITH DAVE "BIG BURB" BURBA

**INSIDE  
TEAM EGM**  
EXCLUSIVE INTERVIEW:  
TALKING WITH DAVE  
"BIG BURB" BURBA OF  
THE SAN FRANCISCO  
GIANTS

**PREVIEW:**  
WAYNE GRETZKY AND  
THE NHLPA ALL-STARS  
(SUPER NES)  
HEAD-ON SOCCER  
(SUPER NES)

**AROUND THE RIM:**  
TEAM EGM'S FINAL FOUR;  
BASKETBALL ROUNDUP

**INSIDE LOOK:**  
NHL '96 (SUPER NES  
AND GENESIS)  
MADDEN (SUPER NES  
AND GENESIS)  
NBA JAM: TE (SONY  
PLAYSTATION AND SEGA  
SATURN)  
FRANK THOMAS BIG  
HURT BASEBALL  
(SUPER NES AND GENESIS)  
NFL QB CLUB '96 (GENESIS)

**BOX SCORE:**  
SLAM & JAM (300)  
NBA JAM: TE (32X)  
WWF RAW (32X)  
RBI BASEBALL '95 (32X)

**NEXT MONTH**  
FOURTH AND GOAL:  
FOOTBALL ROUNDUP



*He's a right-handed  
hurler for the San  
Francisco Giants. He's  
also an avid gamer who  
knows his way around  
a Sega Genesis. Check  
out what his  
favorite  
games  
are.*



Even some members of the Los Angeles Dodgers play games on the road. Here they are giving EA Sports Triple Play Baseball a try. Dave Hansen (left), Tim Wallach and Chris Gwynn were game.

**I**t's been quite a month here at Team EGM. Things are moving in the right direction and the loeman and I are clicking on all cylinders. I paid a visit to the "Slick" (Candlestick Park) to meet Dave "Big Burb" Burba, a middle reliever for the San Francisco Giants.

We interviewed the Giants' middle reliever this month, and he's quite a gamer as well as a heck of a nice guy.

Also, we flew down to Electronic Arts and were given an exclusive look at College Football USA. This game is chock-full of details, and it features 107 Division 1A college teams, eight

conferences and three bowl games. Each school has a complete roster with 48 players per team and user records to track stats. There's a new Passing Mode in the game and you too can win EA Sports' version of the Heisman Trophy.

We were also given a look at NHL '96 for the Sega Genesis and the Super NES. Get ready to hit the ice and drop the gloves because fighting is back in the new 16-BIT EA games.

The player animations are new but the players are a little smaller. However, the Artificial Intelligence of the game is incredible.

We were also given a first

glance at Madden '96 for the Super NES and the Sega Genesis. There are a ton of new features, including a combines feature where you can create your own player, run him through a series of drills for the scouts and see where he gets picked in the draft.

This month we also take a look at some other excellent sports titles including Frank Thomas "Big Hurt" Baseball, NFL Quarterback Club '96 from Acclaim and NBA Jam Tournament Edition for the Sony PlayStation and the Sega Saturn.

Hope you enjoy the fine feast of top-notch sporting titles we've collected for you.

## Wayne Gretzky and the NHLPA All-Stars

**SUPER NES**

**W**e're back with Wayne Gretzky, now on the Super NES.

In comparison with the Genesis cart, the Super NES does have more vivid graphics resulting in better cinematics, but it still needs more frames of animation to bring this game alive. The sounds did improve in this version, but we need more than sounds to improve the game play value.

I've always liked the hard, bone-crushing hits that I've seen in other games, and you're bound to see some



here. Try whatever dirty trick you can imagine on the opposing team. You can inflict some pain here, but watch out for the referee. If you want to really bash some guys, turn on the Aggressive Play.

Handing the puck is a bit awkward, though. You can turn Real Skate on to add to the challenge.

This cart features all of the



greats from the league with their '93-'94 stats. Why not trade players and make a dynasty team or edit the team's names and colors? It's all here with Wayne Gretzky on the Super NES.

# WAYNE GRETZKY

and the  
NHLPA ALL-STAR

## FACT-FILE

**THEME****Sports****DIFFICULTY****Moderate****TIME TO COMPLETE****Medium****MEG SIZE****16****BACK-UP****Battery****# OF PLAYERS****1 to 4****AVAILABLE****October****% COMPLETE****70%**

**DEVELOPED BY:**  
Cygnus Entertainment  
**PUBLISHED BY:**  
Time Warner Interactive

## Head-On Soccer

**SUPER NES**

**A**re you ready to go head to head with the toughest soccer teams in the world?

Well, then welcome to U.S. Gold's latest trip to the soccer pitch, Head-On Soccer. Take your pick from more than 50 teams throughout the world. Choose a team like Brazil (a soccer powerhouse) or attempt to lead Morocco to victory.

Choose from an exhibition game or jump into a regional tournament. Play with a friend or take on a computerized opponent. Now you're ready for the kick-off!

The game play is smooth and simple, making the game riveting to play. The fast-paced action, multiple fouls and



the cheer of the crowd really get you into this game.

Offensively, you can use hard and light kicks, passes and also head the ball. When on the attack, try to keep the ball moving between your players. Quick passes and then an angle shot is the best form of attack.

Defensively, do your best to make your opponent's life miserable. Try to steal the ball with a slide tackle or just boot the ball carrier in the shin. Hey, is that legal?

As your team wins games, you will be given additional players to add to your



arsenal. There are several of these characters to choose from. You will have to be patient to get the players with a high impact.

This game includes all aspects of a real soccer game from the penalty kicks to the throw-ins. So, grab your shin guards!



## FACT-FILE

**THEME****Sports****DIFFICULTY****Moderate****TIME TO COMPLETE****Medium****MEG SIZE****16****BACK-UP****Battery****# OF PLAYERS****1 to 5****AVAILABLE****Now****% COMPLETE**  
**100%**

**DEVELOPED BY:**  
Silicon Dreams  
**PUBLISHED BY:**  
U.S. Gold

# Head-On Soccer



These guys are the best in the business. If you're lucky, you can pick them to be on your team to give you an edge against your opponents.





TEAM

EGM

TALKS

WITH THE

GIANTS'

RELIEVER

DAVE

"BIG

BURB"

BURBA

**R**ecently, I went on a road trip and saw the New York Mets play the San Francisco Giants at Candlestick Park. It was baseball the way it was meant to be played. The sun was shining bright, the grass was green and the smell of fresh roasted peanuts and flat Coke emanated throughout the stands. Only 9,720 fans turned out for the game but it was a good day for a ball game nevertheless. I went to the game to watch Dave "Big Burb" Burba get in a couple of innings' worth of work.

The 28-year-old, 6'4" middle reliever pitched two innings and faced six batters, struck out four and made the other two Mets fly out to shallow left and right field respectively.

In an age where many athletes see dollar signs when they look into the stands instead of smiling faces, it's refreshing to run into an all-around professional.

Team EGM had a chance to catch up to "Big Burb" as he was on the road with the Giants when they played the Montreal Expos. This is Dave's fourth year in the major leagues. He is an avid gamer, with the Sega Genesis as his system of choice. He takes it everywhere, even on the road.

**TEAM EGM:** Have you always wanted to be a big league pitcher?

Dave Burba: Yes, ever since I was a youngster living in Ohio, just 90 minutes away from Cincinnati and the Reds, but the Dodgers were my favorite team. I'm really enjoying my time in the big leagues. It's a lot of fun, but

at the same time, it's a lot of hard work.

**As the season progresses, are the fans returning to the ballparks?**

No, the fans still seem to be staying home. There hasn't been much of a change. I think the strike has something to do with it and the fact that there still isn't [a labor] agreement. I think we'll see the fans back in the stands [soon] just as enthusiastic about

it's like they are right on the field with you. They really get into the game, and that's what makes it neat. In a place like L.A., the fans are farther away; they seem more removed from the game.

**Does the man with the hat and the speed gun ever distract you or the rest of the pitching staff when you are on the mound at Dodger Stadium?**

We know he's there, we see him and his funny hat, but he doesn't get in the way. I often wonder if he got a free bowl of soup with that hat or maybe a free bow tie.

**When you were coming up through the baseball ranks, who were some of your favorite major leaguers?**

I grew up in Ohio where the Reds were accessible, and I liked the Dodgers. That's not such a good thing to say when



Courtesy of the San Francisco Giants

**By day, he throws 90-mile-an-hour fastballs to opposing batters; at night, he's an avid gamer who enjoys a number of different sports.**

baseball as they ever were.

**What major league ballpark do you enjoy pitching in the most?**

I like Wrigley Field. It's an old-style stadium, and I really like the atmosphere there. The fans are close to the action—

you're playing for the Giants. I liked Steve Garvey, Pete Rose and Nolan Ryan. I looked up to Nolan, and he is still my all-time favorite player.

**Who is the toughest batter you come up against?**



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This fall, Tecmo will be releasing *TECMO SUPER BOWL III: FINAL EDITION* for both Super Nintendo and Sega Genesis systems.

Because of the unusually high demand for Tecmo Super Bowl II last January, Tecmo would like to assist you in obtaining a copy of *TECMO SUPER BOWL III: FINAL EDITION* from your favorite retailer.

In order to avoid the shortage problems which occurred with Tecmo Super Bowl II, Tecmo is making a special priority shipment program available to retailers and distributors, who choose to participate, from **JUNE 15, 1995 TO AUGUST 1, 1995**.

Tecmo encourages you to go to your favorite participating retailer and reserve a copy of *TECMO SUPER BOWL III: FINAL EDITION* by placing a non-refundable deposit between **JUNE 15, 1995 AND AUGUST 1, 1995**.

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- Better graphics and sound



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*TECMO SUPER BOWL III: FINAL EDITION* should be available in October of 1995.

Watch this magazine for late breaking updates regarding game features and when Tecmo Super Bowl III: Final Edition will be in stores near you.



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Tony Gwynn is the best hitter in the game today; he's the toughest guy to get out. It doesn't matter where you pitch him, he always does something with the ball. As far



Todd Mowatt photos

most enjoy doing?

There are a couple of things. I like public speaking, going out and talking about baseball with the kids, visiting schools, signing autographs and making people feel good by taking the time to say hello and sign my name for them. I like to make people happy, by giving them something to remember their trip to the ballpark.

proprietors of baseball card shows have the shows is to make money off of the names of the athletes. So it is only fair that at these shows, the players get their share for the time that they spend at the collectors' card shows. That's the business part of it.

**What's the toughest situation you've faced coming into a ball game as a reliever?**

In 1994, I came into the game against the Colorado Rockies, with the bases loaded in the sixth inning and I struck out the side, including Charlie Hayes and Andres Galarraga and a little left fielder whose name eludes me right now. After I struck out the side in our half of the inning, we scored three or



as the most powerful batter I face, I'd have to say the Dodgers' Mike Piazza.

**Do the San Francisco Giants have what it takes to go all the way this year?**

When I play Triple Play Baseball '96 from EA Sports on the road, I play as San Francisco. We're in first place by one game with 10 games to go in the season. Right now, we're two games over .500 and we're in first place. We definitely have a good chance to take the whole thing this year. Things are starting to come together.

**As a major leaguer what part of the job do you**

***The "BIG BURB" towers above the mound and launches a fastball into Team EGM's kitchen. His favorite game is Triple Play Baseball by EA Sports.***

**What do you think about major league players asking for money to sign autographs for kids?**

First of all, people don't understand why players charge money. If you've ever been to a baseball game, you know players don't charge money for their autographs at the ballpark. The main reason

four runs. Those strikeouts turned out to be the turning point of the game; things turned around for us and we won.

**What is one of the most treasured moments of your career so far?**

A great experience for me came in 1969, when Ken Griffey, Jr. was drafted first and I was drafted second out of the University of Ohio. Griffey made it into the big leagues before I did. In 1990 I was called

up at the end of the year. In the big leagues at the end of the year teams have extended rosters, and it just so happens I got called up to Seattle at the same time they acquired Ken Griffey, Sr. Here's a guy I grew up watching, and now I'm playing on the same team along with his son. We were in Anaheim and they both hit back-to-back home runs. That's a part of baseball history that I will remember for the rest of my career and the rest of my life.

## No. 28

### SCORE CARD

Dave "Big Burb" Burba

Birthdate: July 7, 1966

Birthplace: Dayton, OH

Height: 6'4" Weight: 240 lbs.

Pitcher: Right Hander

Batting Average: .295

Background: Ohio State University

Drafted second in the first round in 1988 Draft



### OFF THE FIELD

Favorite system: Sega Genesis

Favorite Video Games: EA Sports (Triple Play, NHL Hockey '95), PGA Tour Golf, Madden '95), Sega Sports-Joe Montana Football, TNN Bass Tournament Edition

Courtesy of the San Francisco Giants





# AROUND THE RIM

## team egi's basketball roundup



1990



1991



1992



1993

It's time for our first-ever trip in the paint, and we're taking it to the rim hard.

It's been quite a run for gaming's basketball dynasties in the past few years.

With the advent of motion-capture technology, we will see some great things on the hard court this year, including an all-new NBA Jam game from Acclaim. You know EA Sports will be in the running, and they have some big



things planned for 1996. They still have some 16-Bit basketball aspirations, but they have two huge licenses in Shaquille O'Neal and his Airness, Michael Jordan. No one is too sure just what name they will put on their PlayStation and Sega Saturn basketball titles.

It would make sense to use one of these two all-stars in the game. But with NBA Live '95, EA Sports has proven they don't need to put a big name on their basketball products to be successful.

Next month, check out exclusive coverage of the first-ever NBA Live Championships held in Los Angeles; we were there.

NBA Live '95 has come a long way. It all started with Celtics vs. Lakers in 1990. As the result of its big success, EA has followed each year with a better format and included updated stats of players and teams, as well as the whole perspective of the real basketball game. As we know, the technology and gaming experience of programmers have increased, resulting in better, vivid graphics and intense sounds in these games. Now, two years after the last EA basketball game has been put out on the market, comes NBA Live '95, supporting the Genesis and Super NES systems. As you know, this is our top pick of all the basketball games out at the stores (see next page). The new look of this game has greatly improved to give you the very perspective of the game. This allows you to see your defensive and offensive sets, which you can pick on the fly.

Never-before-seen alley oops and dunks add another dimension to this game. This is one complete game. If you don't have this at all, get off your butts and get the game. What are you waiting for?!



1995

### NBA Action '95

#### Sega of America/Genesis

NBA Action '95 has been taken to another level. In this year's version, starring David Robinson, you have a new view of the court. This allows you to view the action better than ever before and to execute your plays more effectively.

With new animations, you'll find dunking one down and eye-dazzlin' assists for easy layups keep the momentum alive. You have a series of plays you can call on the fly. You may even have defen-

sive matchups to gain an edge on your competitors. NBA Action promises great game play to the last second. Hey, invite some buddies over and compete with up to five players at one time.



### Slam & Jam '95

#### Crystal Dynamics/3DO



If you've seen Run & Gun from Konami in the arcades, this is something you may want to look into. Slam & Jam gives you a 3-D perspective that you don't see in any other video game system.

Backboard-breaking dunks is the name of the game. If you like to see some awesome, above-the-rim dunks, this is the place. Of course, you have some sweet moves in layups through the middle or from the sideline. Don't

forget the alley oops. If you're wide open, go over the top ... and slam one down for Daddy!

Hey, I'm not finished yet. Here comes Van Earl Wright, CNN's sports commentator. You'll never miss a call with this guy around the commentary booth. The CD quality brings the court to life with stadium music, crowd noises, reactions to shots and even shoe squeaks. There you go folks. By the way, thanks, Jennifer.





Hey, Superstar. You've done just about everything there is to do in basketball. Except **two** things. You haven't played **NBA JAM TE™** on **32X™** and **GAME BOY®**. It has all-star teams! Rookie teams! Full court dunks (Can you do that?). 9 pt. shots (you'll love that). 3-5 players per team! Stereo sound\*. Arcade player scaling\*. The fastest gameplay ever\* (a lot faster than you). Updated player rosters! 5 speed juice mode (Drink plenty of fluids). 8 player attributes! Tournament and practice modes (you need all the practice you can get). Same team match-ups! Injuries and fatigue factor! And variable shot clock, overtime (game winning shot at the buzzer, baby) and timer speed!



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**NBA LIVE '95****1**

NBA Live '95 comes out on top. This high-flying, fast-paced game is loaded. All of your favorite players from the '93-'94 season and their stats are included. This is the closest you can get to the real thing.

This version is the best I've seen. Forget about the arcade version and save your quarters for something else because this is a true translation. Check out the tricks in addition to all the features this game offers.

**SLAM & JAM****2**

Unlike other games that have been produced for the home units, Crystal Dynamics brings you a new level of basketball. The overall 3-D perspective of the game will take you close to the action. I love this game!

With the new perspective of the court, gamers can view the action better and execute plays on the fly while seeing all of the players. This year's version promises many more features and options.

# TEAM EGM'S FINAL FOUR

**3****NBA JAM: TE****4****NBA ACTION '95**

## BASKETBALL STATS SHEET

### NBA LIVE '95 (Super NES)

- Play Modes:** Exhibition, Caution, Season ('83-'84 season), Playoffs and Championship
- Options:** fouls, out of bounds, backcourt, traveling, goal tending, three in the key, foul out, clock (shot, inbound and half court), fouls and injuries, cfx and music, slow-motion dunks, cheat player control, CPU assistance. Quarter length: 3, 5, 8 or 12 min.
- Features:** NBA licensed; real teams and players from '83-'84 season, instant replay, strategy (plays on the fly); 46 offensive plays and four defensive sets, aggressiveness and pressure, court defense, user records, league leaders, trades, individual stats, TV-style presentation, fast break, dunks, alley oops, five-player mode

### SLAM & JAM (3DO)


- Play Modes:** Exhibition Game, New Season (12, 13, 26, 52 or 82 games), Continuo Season (Simulato Game), New and Continuo Playoff (standard, short or knockout)
- Options:** statistics (view current season standings and stats), cfx, commentary—Van Earl Wright, difficulty, boundaries, fouls, fatigue, switch mode. Quarter length: 2, 4, 6, 8 or 12 min.
- Features:** instant replay, franchises or manual (always control the same player or control the player w/the ball), behind-the-back perspective free throw, offensive and defensive (solo-line, screens double-team) strategies, alley oops, break the backboard, battery back-up

### NBA JAM: TE (32X)

- Play:** Exhibition, Tournament Mode, Practice
- Options:** timer speed (from extra slow to extra fast), drone difficulty, tog mode, CPU assistance, control pad configurations, view/delete records, shot clock, overtime length, hot spots, power icon, Juico Mode
- Features:** Tournament Mode (play all teams and reach the tournament finals against the super team), power-ups on court (super dunks, icons, super speed, etc.), updated team roster (in-depth individual stats), rookie team, versus name team, substitutions, fatigue factor, up to four players can play simultaneously, battery back-up

### NBA ACTION '95 (Genesis)

- Play Modes:** One Game (Original or Revised Roster), New Season (1995 NBA schedule), Continuo Season, Season Roster Management, Cert Roster Management
- Options:** save records, skill level, commentator—Merv Albert, music, fouls, injuries, fatigue and sound demo. Quarter time: 2, 4, 6, 8 or 12 min.
- Features:** NBA licensed; all 27 NBA teams and real players with individual stats, instant replay, defensive matchups, full or 20-second time out, user records, trade (release) and create players, 30 hall-of-fame greats, up to five players can play simultaneously, battery back-up



The tournament of the millennium begins. Choose from sixteen of the world's fiercest fighters—a Game Boy® record! Connect two Game Boys for the ultimate in head-to-head combat. But be warned: this ain't no kiddie contest.

**WARNING: It Has Been Determined  
That Due To Intense Fighting Action  
You Will Get Your Butt Kicked.**

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Playmates  
The  
Interactive Entertainment, Inc.  
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La Mirada, Cal. 90638  
(714) 543-7943



# inside look

## the scouting report

SEGA SATURN  
PLAYSTATION  
GENESIS  
SUPER NES



### -Acclaim- Big Hurt Baseball

Sponsored by the MLBPA, expect to have more than 700 major league players and their attributes and skills.

If you're planning to play the entire season, a battery back-up will save and continue where you left off. This game offers features like stadium animations and sounds that bring the Big Show directly to your home. Watch out for this one. It'll take you by surprise!

Big Hurt is coming to town! Frank Thomas delivers state-of-the-art graphics with the use of Acclaim's motion-capture and bluescreen studios. In bringing you the most realistic video baseball game, Acclaim utilized their technology to capture Frank Thomas' baseball movements (running, batting and even fielding) to create the most realistic baseball game for any home system.

Big Hurt Baseball features several play modes from Regular Play to the Top o' the Ninth.



### -Acclaim- QB Club '96

Quarterback Club '96 will offer realistic football video game action with the use of Acclaim's advanced motion-capture technology. This will provide authentic movements of football players to give you the most realistic graphics and action that a video football game can have.

The game will consist of more than 800 offensive and defensive plays—even signature plays from the Quarterback Club. A wider perspective allows you to view the field from different angles. There are many factors that will make this one of the best football games this year.

Coming later this year for the Sega Saturn and PlayStation, NFL



### -Acclaim- NBA Jam: TE

up with the same team. Another big change that has been added is that you can rest your players after a quarter has expired. Here you may choose your clutch player to replace the injured guy.

At the Options Screen, you can turn Tournament Modes on or off, Juice Mode, icons (dunk from anywhere on the court, increased three-point ability and so forth) or even Tournament Play. These are some factors that make the game more challenging and enjoyable. Enter the tournament and see if you're good enough for the super team, but that's only when you've beaten all of the other teams.

Expect tons of hints and tricks for this puppy. The later version had a large number of tricks: big heads, secret teams and so forth. This is the closest you can get to the real thing.

Jam! Jam! JAM! The Sega Saturn and Sony's PlayStation version features true arcade-style players. Scaling of players has been incorporated, giving NBA Jam fans realistic on-screen movements of characters. As in real-life basketball, the closer the players get to the screen, the bigger they become. It's just like you're actually playing the arcade version without having to find the coin slot.

Tournament Edition is loaded with features. With the NBA license, the game features more than 120 updated NBA superstars—even rookies. In the predecessor, you could only play one team versus another team. In TE, you can match



FLEER '95 ULTRA

fox™

kids network

PREMIERE EDITION

A Power Pop-Up  
In Every Pack!

KEEN!

AVAILABLE AUGUST 1995

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For those of you who think that ice can be used for something other than keeping your favorite drink cool, jump on the Team EGM zamboni and let us take you on a guided tour of the next ice age: EA Sports' NHL '96 for the Genesis and the Super NES.

Fighting is back in this newest version. Now you will

## -Electronic Arts- NHL '96

be able to drop the gloves 1.6 times per game.

That's all the fighting that the commissioner of the NHL, Gary Bettman, and his minions will allow.

If you're a hockey fan or just enjoy putting a version of NHL action in your Genesis or Super NES and knocking the snot out of one of your friends, this game's for you.

All-new player animations give this year's version a new look and feel.

This year's goalies wield their sticks with authority, and they are even more difficult to beat than last year. The scores reflect actual NHL scores, no 15-12 blowouts unless you are really good.

The goalies stand on their heads in addition to making butterfly saves. This year they



Madden is the man, and this year Madden has been dissected and EA Sports has created an entirely new football game.

In the Training Camp Mode, you can create your own players and take them through a number of different

## -Electronic Arts- Madden '96



events. Your player will be rated in different categories.

More than 100 teams are included in Madden '96, including all Super Bowl teams from the first Super Bowl in 1966 up to last year's.

A host of new offensive and defensive formations have been added. Tommy Talano has done the sound effects for Madden '96.

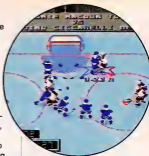
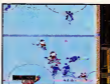
We saw an early version, so look for more as the kick-off for Madden '96 approaches.

can execute double goalie pad stacks and top-shelf glove saves.

Injuries are a big part of this year's game. NHL '96 allows you to execute trades and create new players.

User records let you input your name for tracking your win-loss records, goals and saves.

This year's version also features five free-wheeling camera angles, including an all-new, behind-the-player view and side view. Instant



replay is back and you can relive plays from existing camera angles or use the all-new iso-cam. Place this camera anywhere you want, even inside the net to have a view of the play from that point.

As in past years, all of your favorite players on your favorite teams have returned, and they all want to win the Stanley Cup.

## "TEAM EGM AND XBAND"—YOU'VE PLAYED THE REST NOW PLAY THE BEST

### MADDEN NFL '95

**RAIDER**  
1 Glendale, CA **116**

**CAPT. CRUNCH**  
2 Hawthorne, CA **83**

**THE REAL KID**  
3 West Covina, CA **55**

**TERMINAIDER**  
4 San Dimas, CA **50**

**JAYMAN EB**  
5 Altamonte, GA **32**

### NHL '95

**RADIOACTIVE**  
1 Redwood, CA **161**

**EL HOMBRE**  
2 Sierra Vista, CA **126**

**CARLITOSWAY**  
3 Unknown, Unknown **124**

**TAZBOYTROUT#21**  
4 Duplicating, TX **126**

**FARTMAN**  
5 Sebastopol, NJ **110**

**5**

**5**

**5**

**5**

**5**

**5**

**5**

**5**

**5**

**5**

**5**

**1**

**2**

**3**

**4**

**5**

**5**

**5**

**5**

**5**

**5**

**5**

**5**

**5**

**5**

**5**

**5**

**5**

**5**

ARE YOU THE MAN?  
All you need to do to get your name here is to kick some butt. Be the best in your favorite sports game and your icon and name will show up here in the new Team EGM.

BYND

TUNE IN TO THE LOONEY TUNES!



LOONEY TUNES  
**B-Ball**



*Speedy Gonzales*  
*Los Gatos Bandidos*



**Porky Pig's**  
**Haunted Holiday**

Go crazy! Choose from regulation slam-dunkin' action or turn up the Wacky Meter for pie-in-your-face jammin' in *Looney Tunes B-Ball*! *Haunted Holiday* pits the world's most popular pig against ghosts, monsters and meanies in six shuddery worlds! Race around the globe with Speedy Gonzales, the fastest mouse in all of Mexico, in *Los Gatos Bandidos*! The Looney Tunes characters come alive!



**BUGS BATTER IN LOONEY TUNES B-BALL!**



**MEXICAN JUMPING...MURDER IN LOS GATOS BANDIDOS!**



**PORKY GETS SPORCHED IN PORKY PIG'S HAUNTED HOLIDAY!**

**SUPER NINTENDO**



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**Acclaim**  
ENTERTAINMENT INC.



## NBA JAM: TE (32X) BY ACCLAIM

Time to jam and put the ball through the hoop. This translation is incredible and it has the recipe 32X gamers have been waiting for. The sound effects have been improved and the stadium is rocking. If you are wondering whether to take the 32X plunge, take it for this game. You won't be disappointed. Some suggest this game has cooler additions in the secret powerful dunk department.

Video  
Cowboy

8.5



NBA Jam is here to stay! It's practically on every system on the market. I wonder if people are getting sick of Jam? But, I have to admit this is the closest translation from the original arcade. The 32X has really shown its true capabilities here, with cool scrolling of players. The sounds have improved greatly as well. If you guys are still deciding which one to buy, think about this one.

The  
ICEMAN

8.0

## R.B.I. BASEBALL '95 (32X) BY TIME WARNER INTERACTIVE

I'd sooner sit on the bench and give someone a hot foot or spit sunflower seeds at my teammates than play this game. The game looks good and the many stadium sounds add to the realism of this game. But what it makes up for in sound, it lacks in game play and overall fun factor. I just couldn't get into this game. I just wasn't motivated to play on after I reviewed it.

Video  
Cowboy

5.5



I'm sorry to say that I wasn't impressed by this 32X upgrade. The looks are very appealing, and sound effects you might hear in the stadium add some life, but the overall performance of the game is not where it should be. The playability of the game is not up to par. Sure, the AI has improved, but gamers still want to have some challenge in these types of games.

The  
ICEMAN

6.0

## WWF RAW (32X) BY ACCLAIM

If you're a fan of the WWF and own a 32X, give this game a try. If not, don't worry about it. The play control is sloppy, and the computer is hard to beat unless you put the difficulty setting really low.

I was disappointed by a number of aspects of this game, including the sound, which on the 32X is supposed to be improved. I got sore fingers tapping away on the control pad and losing.

Video  
Cowboy

6.0



Tap, tap, tap, tap, (pause) tap, tap, tap ... I win! Despite the enhancements of the sounds and graphics that the 32X can handle, the tapping of the buttons is what the game's based on. There's no point in playing. Plus, the computer is quite hard to beat unless you put the difficulty setting on 1, then maybe you'll have a chance. You better indulge on some sugar before you play this ... disappointment.

The  
ICEMAN

5.5

## SLAM & JAM '95 (3DO) BY CRYSTAL DYNAMICS

Crystal Dynamics has brought the thunder with authority. I really enjoyed this fantastic basketball simulation. The only thing missing is an NBA Player's Association or an NBA team license, but that's the only disappointing thing about this game. The game play makes up for this minor failing and the voice of Van Earl Wright is awesome. If you enjoy basketball games and don't own a 3DO, buy one.

Video  
Cowboy

8.0



The next generation of basketball gaming has arrived. The 3-D perspective of the court and the players blow me away. Even though it doesn't have an NBA license, it still has stats of every player and real court regulations. Use screens, double teams and isolation plays on the fly. This is by far the best 3-D basketball I've seen on the market. It's a definite buy for all basketball gamers.

The  
ICEMAN

8.5



BETWEEN  
YOU AND  
A SUCCESSFUL  
MISSION ARE  
ENEMY SHIPS,  
ATTACKING BORG,  
MALFUNCTIONING  
COMPUTERS  
AND ME.

**STAR TREK®**  
DEEP SPACE NINE™  
CROSSROADS OF TIME™

So, you think you're up to the challenge of the Star Trek®: Deep Space Nine™ Crossroads of Time™ video game. Good luck, human. This is no ordinary game. It's the ultimate in strategy. As one of your favorite Star Trek®: Deep Space Nine™ characters, you will command the fate of its station and crew. But be warned. The universe is a vast and dangerous place. And you are not alone.



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**SUPER NES**

# SWAT KATS



## T-BONE RAZOR



T-Bone and Razor both have the same main weapon but each has different secondary weapons. T-Bone has a bazooka that can blast through walls. Razor has a jet pack that allows him to fly over obstacles.

### PLAYER'S NOTES:

#### FIRST IMPRESSION

Another cartoon-turned-game—how exciting. Although the prospect of playing another one of this genre didn't excite me, I was surprised by how well this game was done.

#### BEST FEATURE

I really liked the way you receive new weapons. You gain experience for everything you kill, and once you reach levels that are multiples of five, you get a new weapon. This is also the way you gain more life and get stronger.

#### WHAT'S MISSING

The weapons may look different than one another but they all do the same thing. This really cuts down on the incentive to go after hard-to-reach bonuses.

#### WILL YOU LIKE IT?

If you like the TV show then there should be no reason why you wouldn't like it. The levels are large and some of them are kinda hard to figure out. It would have been nice to be able to change characters in between levels.

—David Ruchala

## FACT-FILE

### THEME

Action/Adventure

### DIFFICULTY

Moderate

### TIME TO COMPLETE

Medium

### MEG SIZE

16

### BACK-UP

Password

### # OF PLAYERS

1

### AVAILABLE

August

### % COMPLETE

100%

### DEVELOPED BY:

Hudson Soft

### PUBLISHED BY:

Hudson Soft

## ICONS



The Red Pepper gives you some of your strength back while the Milk can will replenish it all. The ? increases your experience so you can move up in levels faster. The 1-Up gives you an extra life.

## GLOVATRIX

### LEVEL 1



Your normal weapon does very little damage and fires slowly.

### LEVEL 5



The Spider Web Missile is more powerful but fires slowly.

### LEVEL 10



The Cement Machine Gun is just that: a gun that fires balls of cement fast.

### LEVEL 15



The Octopus Missile grabs on to your opponent and doesn't let go.

### LEVEL 20



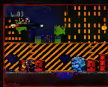
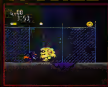
The Pincer Missile is very powerful and fires faster than most other guns.

### LEVEL 25



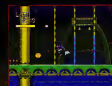
The Slicer Disc is the most powerful weapon in the game.

## WORLD 1



There is a giant bacteria loose in the city and it is your job to stop it. First you have to fight his henchmen, then take on the germ himself. After you have disinfected the city, go after the sinister mind behind it. You will chase Dr. Viper into the sewers and fight him on his own turf.

## WORLD 2

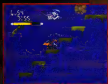
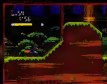


Welcome one and all to Mad Kat Land—the hideout of that evil jester Mad Kat. He has kidnapped the city's children and it is up to you to get them back. Trek through this wacky land and rescue the children.

You must stay on the Wooden Bird avoiding the fish jumping at you to successfully complete this phase.

## WORLD 3

This is one of the more interesting worlds. Here you get to dive down into the belly of a sea monster. Once you defeat the monster, the Pastmaster will transport you back into the past where you must fight creatures that were thought to be myths. In the end, there is a climactic battle with the Pastmasters and a giant Cyclops.






# King of the Knights


## & THE KNIGHTS OF JUSTICE

King Arthur has been kidnapped by the evil Sorceress Morgana. She has him and the Knights of the Round Table imprisoned in a cave of glass. The kingdom has fallen into turmoil and Morgana now controls everything except Camelot. Merlin desperately needs help to rescue the king and the knights. He searches for some would-be heroes and finds them in the future: a man called Arthur King and 11 of his friends. Merlin brings them to Camelot, taxing his powers heavily. With her magic, the Lady of the Table turns these men into Knights of Justice. Now it is up to you to make these knights win back the kingdom.

## Neat Cinemas



The Knight's room is pictured above. Merlin's room is



pictured in the middle, and below is the exit to the castle.

## FACT-FILE

THEME

RPG/Action

DIFFICULTY

Hard

TIME TO COMPLETE

2 Weeks

MEG SIZE

20

BACK-UP

Password

# OF PLAYERS

1

AVAILABLE

August

% COMPLETE

100%

DEVELOPED BY:  
Manley & Assoc.  
PUBLISHED BY:  
Enix



The cinemas in this game are excellent. There are a lot of multiscrolling scenes, which is always a cool effect. I don't know how they compare to the cartoon, but the stuff I've seen is neat.



Merlin always has information for you, so make sure to visit him often. He does repeat himself, but he also makes your objectives pretty clear.

## PLAYER'S NOTES:

### FIRST IMPRESSION

At first glance, I was thinking that this one could be a winner. I sat down and played it for an hour. After that, it couldn't hold my interest. I guess with a name like King Arthur, I expected a little more role playing, but I found that part lacking.

### BEST FEATURE

Some of the graphics in this game are pretty cool, especially the cinemas. Having 12 different characters to play is the best feature.

### WHAT'S MISSING

A really secure story line. The plot seems strange and very hard to swallow. I'm not sure how it goes along with the cartoon though, for I have not seen it. Plus, most of the role playing just isn't what I expected.

### WILL YOU LIKE IT?

I would imagine if you are a fan of the cartoon series maybe, but I don't think the hardcore RPG fans will get too excited. This game is difficult, so that might be worth it to some. Unfortunately, I think the younger kids will find it too hard and give up.

—John Gunka



This is where all of your fellow knights sit and wait for you. You should go back here fairly often and change members—only certain knights will find certain items. For example, Breze is needed in the party or the first shield will never reveal itself. Chances are, if you are stuck, switch guys and check places you've already been—this should help out.

## Get Excalibur!



The Lady of the Lake tells you what to do in order to get the sword Excalibur. She wants you to destroy a dragon on top of a mountain. On the way, a large fire is blocking your way. Go back to Merlin and he will tell you what you need to do.

On the way, a large fire is blocking your way. Go back to Merlin and he will tell you what you need to do.

## Find the Shield



When you leave Camelot, go north one screen. Follow the path to the left all the way over



to the next screen. Then you shall reach a crossroad that has two piles of bones sitting in the corners. Go back to the right a little. (Not, I repeat, one screen over.) Just a little bit to the right, there is a forest where if you search

around a bit, you can get into the middle of it. Walk into this clearing, and if you have the right member in your party, there will be a shield. That man is Breeze. It's the only thing that kills the dragon.



## Find the Pieces for the Potion



Make the potion to protect you from the fire. A) The first piece is the eye of newt found by the Lady of the Lake. B) The hairball is north of the start point. C) The monk's hood is one screen up and one screen to the left from the start D) The nightshade is one screen up. Now go to Merlin.



## Kill the Dragon!



Once you travel through the fire, you must go through a castle guarded by enemies. Once you break through, you'll fight the dragon. If you don't

have Breeze and the shield, it's a hopeless battle. If you've got Breeze then it's possible, but still difficult. You must press the A button to fire your special weapon and shoot the dragon. You can only hit him when his chest is exposed.

Hit him a few times to destroy him. Make sure you pick up lots of shield power-ups so you can fire more shots.

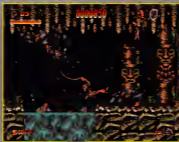


GENESIS

# INDIANA JONES' Greatest Adventures



The cinemas in this game are fantastic. The game looks very similar to the movie. It is very easy to tell that the character is Harrison Ford. The pictures aren't just cartoon drawings of the movie, they are actual shots. The cinemas make the game move along just like the movies. Every-thing happens in the same order with few differences.



Use your whip to latch onto things and swing across chasms or jump a little higher in the game. Look in every level for what you can latch onto—it is different every time. The whip is also stronger than the gun, so use it as much as possible to kill the enemies.



## All Three Movies are in the Game!

### FACT-FILE

#### THEME

Action

#### DIFFICULTY

Easy

#### TIME TO COMPLETE

3 Days

#### MEG SIZE

16

#### BACK-UP

Password

#### # OF PLAYERS

1

#### AVAILABLE

October

#### % COMPLETE

100%

DEVELOPED BY:  
LucasArts

PUBLISHED BY:  
U.S. Gold



Instead of having just one movie in a game pack, you get all three in one. That is pretty cool because there is no waiting six months to a year for the next game to come out. The only downfall is that there aren't a lot of levels from each movie. There are only about five or six levels per movie. That's okay, though, because all of the main parts of the story are here. Everything from Indy's discovery of the golden idol to the Holy Grail.



### PLAYER'S NOTES:

#### FIRST IMPRESSION

Indiana Jones rules! I am a huge fan of the movie so I was excited to receive this title. I played for a while and it was really cool for about an hour or so. Afterward, I started to realize that it was just like every other side-scrolling action game out there.

#### BEST FEATURE

The fact that the main character is Indiana Jones. I loved role-playing as Indy as a kid, so controlling Indiana in a video game is extremely cool.

#### WHAT'S MISSING

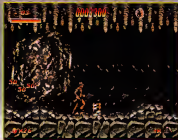
Original game play. This game is not really different from other action games. You run around killing enemies and collecting icons. I find that extremely repetitive after a while. The only thing that makes this game stand out is Indiana Jones.

#### WILL YOU LIKE IT?

I think a lot of people will like it for a couple hours, especially fellow Indiana Jones fans. After that, it is just another boring Genesis title to add to the pile.

—John Gurka

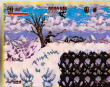
## Level 1: Temple



This part of the level has a boulder chasing you. Move too slowly and it will kill you. I suggest keeping as far right as possible and continue jumping.



The first part of this level is very easy. It allows you to get used to the control, which really isn't that tough. There are lots of traps that are pretty well hidden so watch along the ground as you move. The creatures in this level only take one hit, so they are easy.



The mountain part of this level is not too hard to get through. Look for secret caves, too.



Flames are licking your boots the whole way up in this level. Go quickly, but watch out for floors that are weak—if they break, you will die.

## Level 2: Nepal Mountains and Marion's

This is the first Boss you encounter. He throws fire at you. Jump around and hit him with the whip. The floor crumbles, so look out.



## Level 3: Cairo

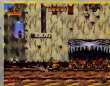


In the very beginning of this level, there is a 1-Up. You will need as many lives as possible to get through some of the tougher levels. Make sure that you make a concerted effort to get any 1-Up you see. Go up to the top of the first building and jump off to the left to get this one.

Some of the ledges in this level are hard to reach no matter what you do. The trick to getting up there is pushing up on the controller when you first hit the ledge. This allows you to climb up to the ledge, essentially making you jump higher. You can also press down to jump below whatever platform you're on.



In Cairo, clear out all of the enemies on the ground and push the pots to use them as stepping blocks to jump higher.







SEGA CD

## FACT-FILE

### THEME

Entertainment

### DIFFICULTY

Moderate to impossible

### TIME TO COMPLETE

16 hours (Desert Bus)

### MEG SIZE

CD-ROM

### BACK-UP

Internal

### # OF PLAYERS

1 to 2

### AVAILABLE

Now

### % COMPLETE

100%

### DEVELOPED BY:

Absolute

### PUBLISHED BY:

Absolute

# PENN & TELLER'S SMOKE and MIRRORS

*Play practical jokes on your friends!*



Tired of playing games starring plumbers or those hack-n-slash fighters? Try Penn & Teller's Smoke and Mirrors!



## Buzz Bombers

Play as Barry or Marshall, the original Buzz Bombers, in a fierce, two-



player action game where you can win every time because you can cheat!



## Desert Bus

Desert Bus—the world's real-life bus simulator. You have to drive a bus from Tucson, AZ, to Las

Vegas at a steady 55 mph. Sounds simple? Well, did I forget to mention that this bus has a slight veer to the right? Did I also forget to mention that it's an 8-hour trip, one-way? To help break up the monotony, three hours into your trip a bug spits on your window.

## PLAYER'S NOTES:

### FIRST IMPRESSION

Desert Bus, huh? That's gotta rule! It's awesome!

### BEST FEATURE

The ultra-realistic Desert Bus driving simulator. If you make it to Las Vegas, you get one point. If you get back to Tucson, you get another. That rules!

### WHAT'S MISSING

Well, the graphics are not up to par. I've seen better on the Sega CD. The full-motion video cutouts of the actors (Penn & Teller) would have looked a lot better if they used actual sets instead of computer-generated ones. Nice try, but... no.

### WILL YOU LIKE IT?

I don't know. This is not your typical video game. This is a novelty game that you whip out at 3 a.m. at some party to try to make your friends look bad and so you can impress the cute girl sitting next to you. Rent it to see if you like it.

—Ken Radziak

## What's your sign?



By using Penn & Teller's patented Personometer. With a few simple questions, you can calculate your friend's zodiac sign!

## Sun Scorcher



Somewhat amazing new technology, Thermo-Graphics makes your screen dangerous to touch! Fly around and blast the nasties.





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HEMG2

  
**3DO****PLAYER'S NOTES:****FIRST IMPRESSION**

The first thing I noticed about this game was that it consists mostly of really good cinemas. I was also surprised at how quickly I was drawn into the story.

**BEST FEATURE**

The best feature has to be the way the game is set up. The story really flows and it's a lot of fun to be a part of the crew.

**WHAT'S MISSING**

While the cinemas add to the visual effects and are in most of the game, they take away from the game play.

**WILL YOU LIKE IT?**

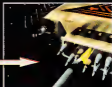
If you are into interactive movies, you will probably enjoy this because that is what this is like. If you are more into action-type games, you will find this game a little slow and lacking in game play. I don't think this game will have much replay value, because once you've seen it, there are no surprises left.

—Paul Ojeda



You are a pilot

in a space war.

**The First Mission**

The first thing you see when you wake up is your old war buddy. She explains to you that your body was destroyed but the boys at the lab were able to hardwire your brain to a computer. You are now a robot.

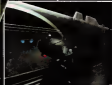


The war is over and you are on a salvage vessel.



You fly the probe to explore ships and any other objects that may be scavenged.

They are happy to see you awake.

**FACT-FILE****THEME**

Action

**DIFFICULTY**

Moderate

**TIME TO COMPLETE**

Medium

MEG SIZE

CD-ROM

BACK-UP

Internal

# OF PLAYERS

1

AVAILABLE

August

% COMPLETE

30%

DEVELOPED BY:

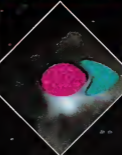
Mechadeus

PUBLISHED BY:

Panasonic

**Alien Ship**

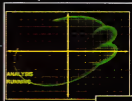
As you fly your probe for the first time, you will be required to perform certain tasks. Flying is not one of them by the way—that's automatic.



When you are asked to open the cargo door aim for the blue switch on the upper right-hand side. If you hit the pink one, you will blow up the probe.



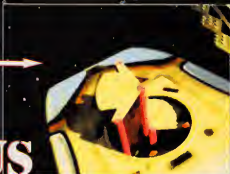
As you cruise around the inside of the ship, you will come across a strange object. After analysis, you determine it's a war medal of no real value. Time to move on to the next system.





Your ship gets hit

and you eject!

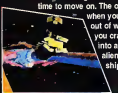


# The DAEDALUS ENCOUNTER

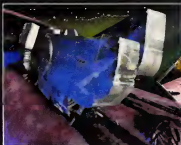
Your pod was hit by an oncoming ship and your body was toasted. The only part of you the doctors could save was your brain. Don't worry—at least you can move around using probes and communicate through a virtual interface.

## *The Next System*

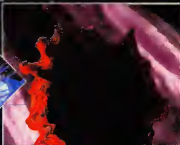
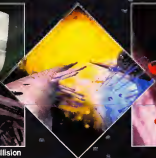
Since there was nothing to scavenge in the last system, it was time to move on. The only problem is that



when you come out of warp, you crash into an alien ship.



The ship is inoperable and you are on a collision course with the sun!



You will use your probe to check out the ship you crashed on.





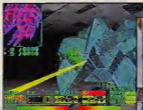
PLAYSTATION



You find the Griffon stashed away in an abandoned storage area. Do you need a license to drive this thing?



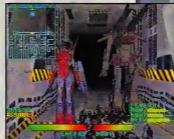
Strange enemies lurk around every corner!



The scanner (upper left-hand corner) shows what you're up against.



I think this guy means business!



Are these friends of yours?



Golly, that's a big gun!

SPACE  
GRIFFON  
VF-9

RPG fans, rejoice! This futuristic role-player is set in a Robotec-like setting, where all of the major characters are fitted with huge suits of power armor! Your particular suit, the VF-9 Griffon, is the most powerful of all! Very cool first-person perspectives will put the PlayStation's limits to the test!

ULTRA-COOL HARDWARE!



After fiddling around with the controls, you discover that your Griffon can transform into three unique modes. From left to right, Cruise Mode, for high-speed movement. Assault Mode gives you the most protection and firepower, but you don't move as fast. A nice compromise between the two is the Combat Mode. Try different configurations in battle.

## CINEMAS ADD TO THE STORY LINE!



Okay, so the cinematic sequences won't win any Oscars for their acting quality, but they still tell an interesting story! Besides, what's an RPG without some form of story-line cinematics?



Check out the size of this mech! (The woman in front of it is about two meters tall.)



The corridors have a realistic "haze" effect. As you move down the hallway, more and more of the corridor will come into view.



The computer-generated fly-by scenes are really incredible.



After killing an enemy mech, check its rubble to see if you can salvage any equipment of value. Can you spot the grammatical error here?

Oodles of baddies will try to stop you at every turn!



## FACT-FILE

**THEME**

**RPG**

**DIFFICULTY**

**Moderate**

**TIME TO COMPLETE**

**Long**

**MEG SIZE**

**CD-ROM**

**BACK-UP**

**Memory Card**

**# OF PLAYERS**

**1**

**AVAILABLE**

**4th Qtr. '95**

**% COMPLETE**

**30%**

**DEVELOPED BY:**

**Panther Software**

**PUBLISHED BY:**

**Panther Software**

## PLAYER'S NOTES:

### FIRST IMPRESSION

Whoa, pretty cool! An RPG for the PlayStation! With huge mechs! Awesome!

### BEST FEATURE

The first-person perspective makes this action-packed RPG kinda unique. It hasn't been done much before, but that's because we were dealing with 16-Bit carts. We could probably expect to see more like this in the future, especially for killer platforms like the PlayStation.

### WHAT'S MISSING

Well, to be honest, the voice-overs really sucked. They could have been much better. And the cinemas were looking something umm, say, ANIMATION! Cron guys! It's a PlayStation! At least make the lips in sync with the voices! Please?

### WILL YOU LIKE IT?

If you can live through the crummy voice-overs and so-so animations, sure! Space Griffin has some killer graphics, as well as an interesting story line. Any role-playing fan should try this one.

—Ken Badatz



## GAME GEAR

### FACT-FILE

**THEME**

Action

**DIFFICULTY**

Hard

**TIME TO COMPLETE**

Long

**MEG SIZE**

16

**BACK-UP**

Password

**# OF PLAYERS**

1

**AVAILABLE**

August

**% COMPLETE**

70%

**DEVELOPED BY:**  
Unexpected Dev.**PUBLISHED BY:**  
T\*HQ

# JUNGLE STRIKE

## THE SEQUEL TO DESERT STRIKE™

### ICONS



There are three major icons in this game. The first is the armor repair, next is your ammo box that replenishes all your ammo and finally, there are the fuel drums.

### PLAYER'S NOTES:

#### FIRST IMPRESSION

I loved both Desert and Jungle Strike for the Genesis, so I was looking forward to Jungle Strike for the Game Gear. Although I didn't expect too much in the line of graphics, I was pleasantly surprised.

#### BEST FEATURE

The best feature is that you are not confined to just the helicopter. You can also pilot a hovercraft, a motorcycle and an F-117 Stealth Fighter.

#### WHAT'S MISSING

The map can be extremely difficult to read, and some of the flashing mission objectives are almost impossible to locate. The sound effects weren't all that great, but it is a Game Gear we're using, not a 16-Bit Genesis.

#### WILL YOU LIKE IT?

If you are a fan of the original games and have a Game Gear, then you will just love this game. The game controls very well, the missions are very challenging and there is enough action to keep you busy on any long trip.

—David Buchala

## YOUR ENEMIES: THE DRUG CARTELS



These guys are packing guns and missile launchers.



This gun has a high rate of fire but poor accuracy.



This truck is protected by a missile launcher.



This boat carries two missile launchers.



This boat carries a missile launcher.



This mobile radar track keeps tabs on your movement.



This tank has a high rate of fire and good accuracy.



This tank has a high rate of fire and excellent accuracy.



This VW terrorist van shoots fast but does little damage.



## Mission 1: Washington D.C.



The first mission is a good introduction to the rest of the game. Your job is to keep the capital safe from terrorists. You must prevent them from

destroying some of our monuments. Capture the terrorist leaders and protect the president from their assassination attempts.

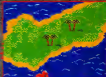


## Mission 2: The Sub Hunt



On Mission 2, the terrorists have captured some plutonium and plan to make a nuclear bomb. Retrieve the plutonium using the

experimental hovercraft before they have a chance to move it inland. Afterward, find the downed pilot and rescue him, then finally destroy the terrorists' nuclear attack subs.



## Mission 3: The Training Grounds



In Mission 3, you must destroy the terrorist's training grounds and knock out the early warning radar so you can progress inland. You must also destroy the tank park before they can finish assembling the rest of the tanks. You will also have to rescue an officer and use him to bug their communication lines.





# LIFESTYLES

# THE POP

## Get ready for full big screen Kombat!

**A**re you prepared for the Kombat to begin? If not, be sure you're ready by Aug. 18 when *Mortal Kombat* hits the big screen! New Line Cinema has captured all the mystical forces and

Lambert (*Highlander*) as Rayden and Cary-Hiroyuki Tagawa (*Rising Sun*) as Shang Tsung, *Mortal Kombat* is going to be a dazzling combo for MK fans and moviegoers alike.

A way to get totally emerged in the MK movie action is by connecting to New Line Cinema's *Mortal Kombat* movie WWW site. The address is: <http://www.mortalkombat.com/kombatbegins>. From the first graphic on this site, you know you're in store for some action. This site offers an on-line contest where you could win a trip to see the world premiere of *Mortal Kombat*. Check out the Web site for more info on this hot property!



intense Kombat of the video game and transferred it to film. With stars like Christopher

## Get to know the real DNA

**W**e've all heard that the DNA stuff in *Jurassic Park* could become a reality, but just how close are we? *The Real Jurassic Park*, a new video release from MCA Universal, is the award-winning PBS Nova series that features investigations and commentary on the science behind *Jurassic Park*.

Jeff "the Fly" Goldblum hosts this video that takes you behind the scenes of

the movie and shows for real what was fiction in the movie.

The hour-long documentary that leaves you in awe is a perfect addition to the movie that does the same.

Also keep an eye out for another video entitled *The Making of Jurassic*

*Park*. This one takes you through the creation and production of the blockbuster dinosaur adventure.



## Triazzle is spinning and exciting!

**T**ake a seat in a rain forest and play a puzzle game... well, it's not quite a rain forest, but it sure sounds like one. Get ready for some triangular fun from Berkley Systems with Triazzle.

Triazzle is available for Mac and Windows on disk and CD-ROM. With a price around \$20, Triazzle is just

the puzzle game you've been looking for.

Based on Dan Gilbert's popular board game, the computer translation is perfect because it adds animations and sound to the 2-D version. Set in a jungle motif, you can hear the screeching monkeys and the congo drums beating away. All of this combined with super game play makes Triazzle a great mind-teaser.

The idea is to match up a dozen or so triangles so the images on each edge go together. Though it may sound simple, Triazzle is no walk in the park. Even the novice level is tough! Triazzle is excellent from beginning to end.



## Get a CD with an added Plus

**I**t is a known fact that you can have a compact disc with both data and music on it. The problem is that if you put that disc in certain CD players, the audio won't play.

Sony Music Entertainment has developed a technology called CD-Plus that combines full audio along with data, and it can be played on any CD player—it's 100 percent compatible! If you were to pop a CD-Plus disc into your audio CD player, it would play fine. What's even better is the fact that

when you put that same CD in your CD-ROM drive of your PC, you can access data such as music and video clips, artwork, song lyrics and much more.

The artists featured so far include Bob Dylan, Mariah Carey, Alice in Chains and Toad the Wet Sprocket.



# CULTURE SOURCE FOR EGM READERS

## Grab a little of this and that

**H**ave you ever been watching a music video and couldn't understand what the performer was singing? Sunbelt Technologies has developed an exciting device called the TextGrabber. The way it works is fairly simple: TextGrabber plugs into your television and computer through the serial port. As a closed-caption broadcast comes through, your computer

decodes the signal and pulls the text off and transfers it into a file. You can then print it out. The unit ships with software for DOS and Windows. TextGrabber costs around \$300.



## Batman and Robin go VHS

**H**oly home fun, Batman, you're on video! Warner Home Video has recently released the adventures of Batman and Robin on a four-video set. Each tape features two episodes (about 45

minutes per tape). All four videos are full of action and great animation. The Joker video is probably the weirdest of the bunch. This may be appropriate because the Joker is involved, but it's just plain silly! Keep an ear out for when Robin says, "I guess that's why they call you Batman." This one is hilarious.

With a price around \$10



minutes per tape). All four videos are full of action and great animation. The Joker video is probably the weirdest of the bunch. This

each, these videos should fly off the shelves (pun intended). They're perfect aftertastes for those post-Batman Forever blues!

## Get loggin' with Zog Logs!

**D**on't just sit there like a bump on a log ... sit there like a bump on a Zog Log. What's a Zog Log, you ask? Mattel Toys has created a material that bonds when water is added. Zog Logs incorporate this inventive idea and come in various shapes and colors. Now you can build and form whatever comes into your mind.

With your Zog Log Power Shaper Set you can use the hand-held, battery-operat-

ed drill to chisel and shape pieces of Log. The set comes with a handsaw, a variety of Logs and a water applicator for total control over your Zog Logs.

Zog Logs are like little pieces of wood that you



can wet and stick together. Although that's fun by itself, the real fun is when you use the power drill to test your sculpting skills. The possibilities are truly endless with Zog Logs.

## It just ain't right...

Who knows what to think of the ad below? It's a photo of a potato with facial features and a fake chicken. Each has a thought bubble above its head. The potato is thinking about a roasted chicken while the chicken is thinking about a bag of generic potato chips. What does it mean? Who knows. It would make a great T-shirt or maybe something to hang in the den as a conversation piece. Maybe the potato-man is saying, "Hey! I may be a veggie, but that doesn't mean I have to eat like one!" It's kind of thought provoking. Whatever it does mean, one thing is certain ... it just ain't right.



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FIRST OWEN  
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A 9  
STARBLAZE  
VICTORY ZONE



**PLAYSTATION**

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TANA  
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POWER BASEBALL 95  
DARK STALKER  
HOT BLOODED FAMILY



IF THE HOUR  
DID'S FEARS  
BLAZE FORCE  
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CREATURE SHOOK  
CYBER SQUAD  
CYBERIA  
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DRAGON BRIDE LEE  
DRAGON'S LAIR 2  
FLYING WRESTLERS  
HILL

WELLS THIS  
KROSDOM PAR REACHES  
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